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10.

CHESSE STUDIES;

OR,

Endings of Games.

BY

KLING AND HORWITZ.

CONTAINING

UPWARDS OF TWO HUNDRED SCIENTIFIC EXAMPLES
OF CHESS STRATEGY,

Illustrated by Diagrams.

ALSO BY THE SAME AUTHORS,

THE DEFEAT OF THE MUZIO GAMBIT.

EDITED BY

HENRY C. MOTT.

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CHARING CROSS.

1851.

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P R E F A C E.

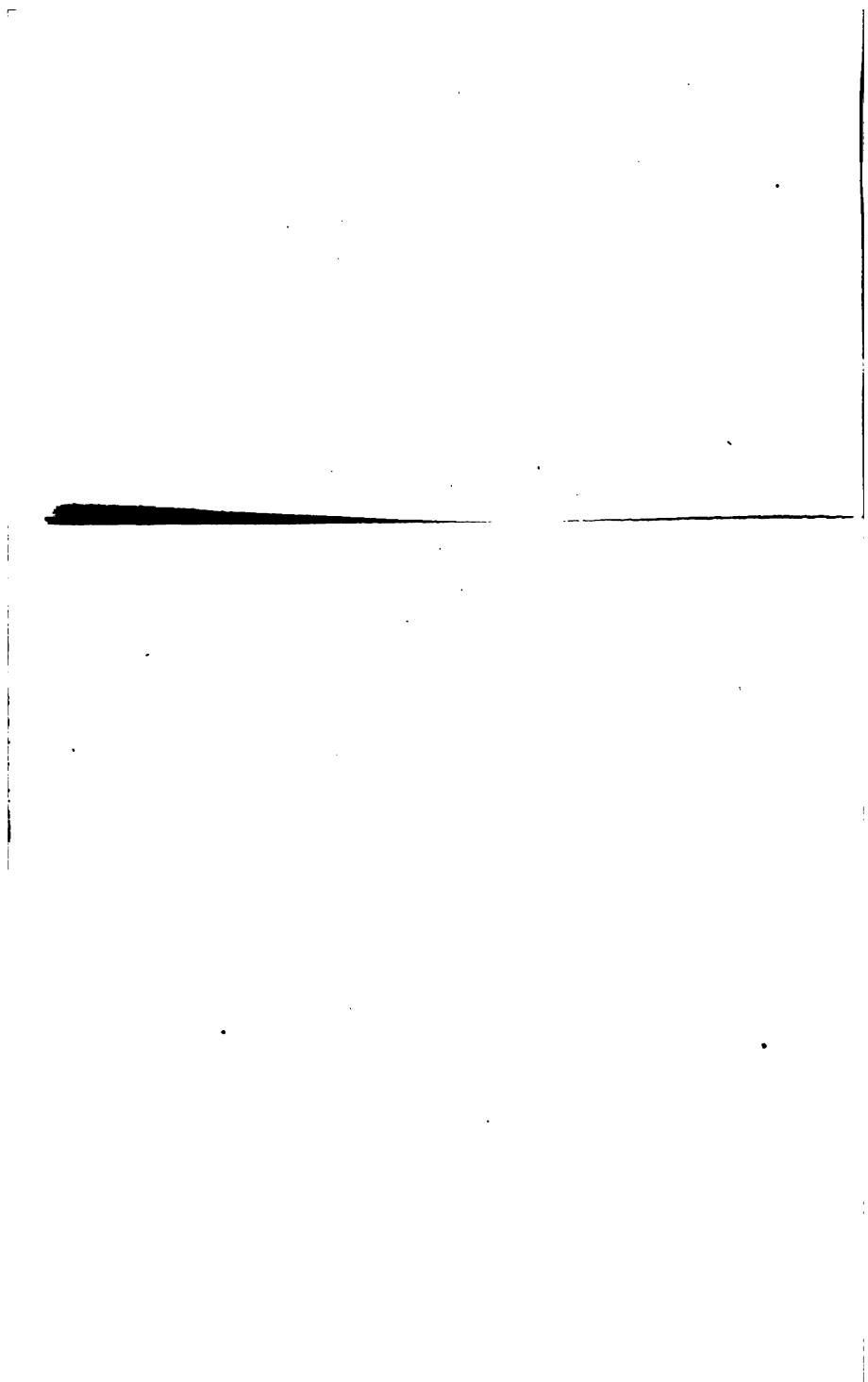
Whether, owing to a want of attractiveness in the subject itself, or to deficiencies in the works that treat of it, the fact is undeniable that the theory of game endings as a branch of the study of Chess, has been strangely neglected. Every amateur of moderate skill is "up" in all the lore of "openings," and can discourse learnedly of the "Guioco Piano," the "Evans," the "Scotch," the "Muzio," and other favourite methods of beginning the game; but how few, comparatively are there, except amongst the best players, who *thoroughly* understand the *principle*

ERRATA.

- Page 22.—A Black instead of a White King should stand on Queen's fourth.
- " 23.—A Black instead of a White King should stand on Q. B. fifth.
- " 37.—For the first move of White, read B. to K. R. square, instead of B. to K. B. square.
- " 78.—A Black instead of a White Rook should stand on Q. R. seventh.
- " 110.—For the sixth move of White, read R. to K. R. sixth, instead of R. to K. B. sixth
- " 240.—For the thirteenth move of Black, in game No. IV., read R. to K. Kt. square, instead of R. to K. Kt. seventh.

cases, has hitherto never been extended to other equally important "contingent remainders." Some attempt to supply the deficiency in this department has been made in the "Chess Player's Chronicle," under the head of "Subtleties for the Scientific," and the examples there given are eminently serviceable and suggestive, but a sound and systematic analysis of the endings of Chess games is still a *desideratum*.

In the absence of such a work, the authors of the present treatise have been tempted to offer to the public the result of their examination of



P R E F A C E.

Whether, owing to a want of attractiveness in the subject itself, or to deficiencies in the works that treat of it, the fact is undeniable that the theory of game endings as a branch of the study of Chess, has been strangely neglected. Every amateur of moderate skill is "up" in all the lore of "openings," and can discourse learnedly of the "Guioco Piano," the "Evans'," the "Scotch," the "Muzio," and other favourite methods of beginning the game; but how few, comparatively are there, except amongst the best players, who *thoroughly* understand the *principle* of even so simple a manoeuvre as the opposition of the Kings, or who know the shortest road to victory with the two Bishops or a Bishop and Knight; or, to go a little deeper, can show which are the positions wherein a Rook wins against a Knight, a Rook and Bishop against a Rook, and demonstrate the result of the Szen Pawn Problem, from any one of its manifold variations? And yet, to attain anything like proficiency in chess play, a knowledge of these terminations is indispensable; not because any one of them is of frequent occurrence in actual play, but because they teach the almost irresistible force which certain pieces acquire when their powers are accurately directed and combined. It may be safely affirmed, that before the Analysis of the Rook and Bishop Problem, by Philidor, no one knew, or could have believed, of what the well-combined powers of those pieces were capable. The same may be said of the analysis of the ending with two Bishops against a Knight; and certainly, every one well acquainted with these demonstrations, when he finds the immense superiority which that knowledge gives him over those who have never studied them, must feel surprise that the same searching and vigilant observation which has been bestowed on these cases, has hitherto never been extended to other equally important "contingent remainders." Some attempt to supply the deficiency in this department has been made in the "Chess Player's Chronicle," under the head of "Subtleties for the Scientific," and the examples there given are eminently serviceable and suggestive, but a sound and systematic analysis of the endings of Chess games is still a *desideratum*.

In the absence of such a work, the authors of the present treatise have been tempted to offer to the public the result of their examination of

PREFACE.

nearly two hundred of the most useful examples they could select. These positions have been chosen at great pains, as those *most likely to be met with in real play*; and the study of them, they believe, will lead the amateur to acquire a just estimate of the individual and combined value of the several chess pieces, and enable him to play at the conclusion of a game in almost any position, with a degree of accuracy and facility which has hitherto been unattainable.

The difficulties which have attended so varied an analysis as this volume exhibits, will be appreciated by every scientific player, and may be pleaded in excuse of the authors not touching upon points which many would like to see discussed; as well as for any errors that possibly may be discovered, notwithstanding the strict scrutiny to which each position has been subjected. The latter portion of the book is occupied by the examination of a new defence to the Muzio Gambit, which, though it is not strictly in accordance with the main and primary object of the work, will, it is hoped, be found of sufficient interest to warrant its insertion. The authors had long considered that the great superiority of force obtained by the second player, should enable him to make a much stronger defence against this Gambit than the ordinary line of play affords; but it was only after a long and laborious investigation, that the moves *Queen to King's second*, and *Queen's Knight to Queen's square* presented themselves, and led to the conviction that the recognized modes of attack cannot be successfully maintained against a sound defence. A more complete detail of the manifold variations which have occurred to them in the course of this investigation, may possibly be desired by the young student; but this could not be given without swelling the compass of the work to a degree inconsistent with the object of the authors.

In their "Chess Studies," as in their examination of the Muzio Gambit, they have necessarily left ample room for more elaborate productions; for every chess player knows that one of the most striking characteristics as well as one of the most attractive charms of his favourite game, lies in the almost infinite variety of its possible complications.

In conclusion, it is proper that the authors should state that nearly the whole of the examples of game endings are original: wherever exceptions occur, they were introduced with the view to correct, or more fully develop the imperfect analysis of previous authors.

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TO HOWARD STAUNTON, ESQ.

DEAR SIR,

To you, who are so deeply versed in the subtleties of Chess, whose unrivalled skill in that "Royal Game" is so universally acknowledged, and whose efforts to disseminate a knowledge of its principles, and a love of its practice, have been so strenuous and successful, the Dedication of a Volume designed to unfold some of its higher mysteries becomes peculiarly appropriate.

Independently, however, of these considerations, we only do justice to our feelings in dedicating the result of our labours to you as a token of personal esteem.

Remaining always,

Dear Sir,

Your faithful Servants,

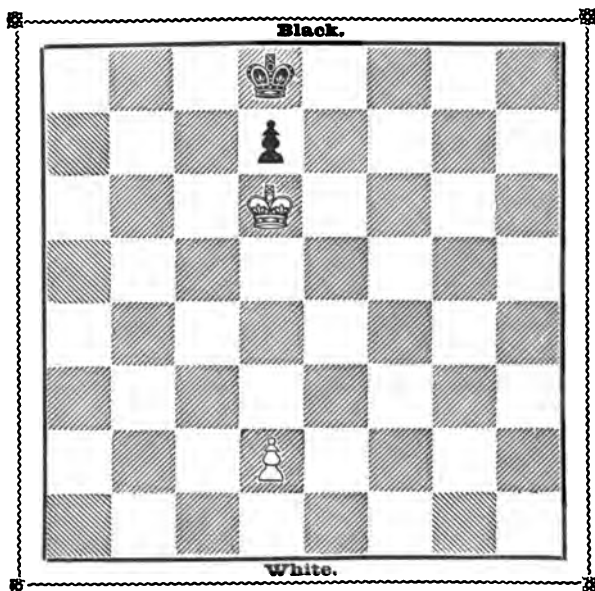
THE AUTHORS



CHess STUDIES.

KING AND PAWNS AGAINST KING AND PAWNS.

NO. I.



White can only draw.

WHITE.

1. P. two squares
2. K. to K. seventh
3. K. to K. sixth
4. K. takes P.

BLACK.

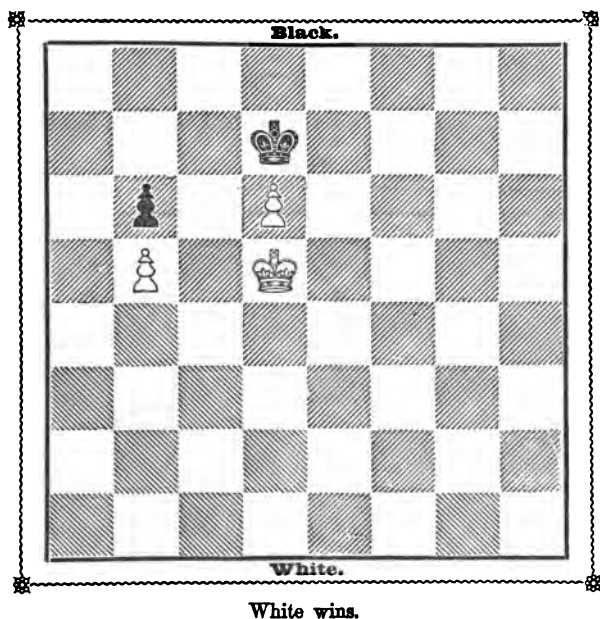
1. K. to B. square
2. P. two squares (a)
3. K. to Q. square
4. K. to Q. second

And draws.

(a) The only move to draw.

B

NO. II.

**WHITE.**

1. K. to K. fifth
2. K. to Q. fourth
3. K. to K. fourth
4. K. to K. fifth
5. K. to Q. fifth

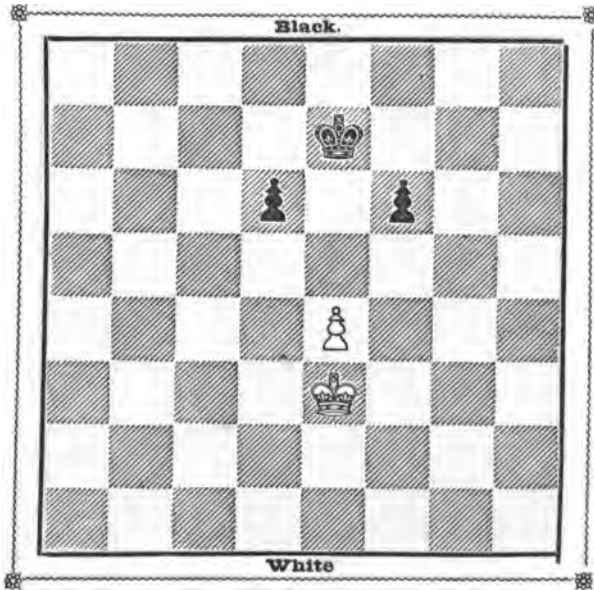
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- | | |
|--|------------------------------------|
| | 1. K. to Q. square |
| | 2. K. to Q. B. square or K. square |
| | 3. K. to Q. square |
| | 4. K. to Q. second |

And wins.

White, by the mode of play adopted, gains either the opposition and wins with his Queen's Pawn, or else gains the Black Pawn, and then wins easily.

NO. III.



Black with the move cannot win.

WHITE.

- 1.
2. K. to Q. fourth
3. K. to Q. fifth
4. K. to Q. B. fourth
5. K. to Q. fourth

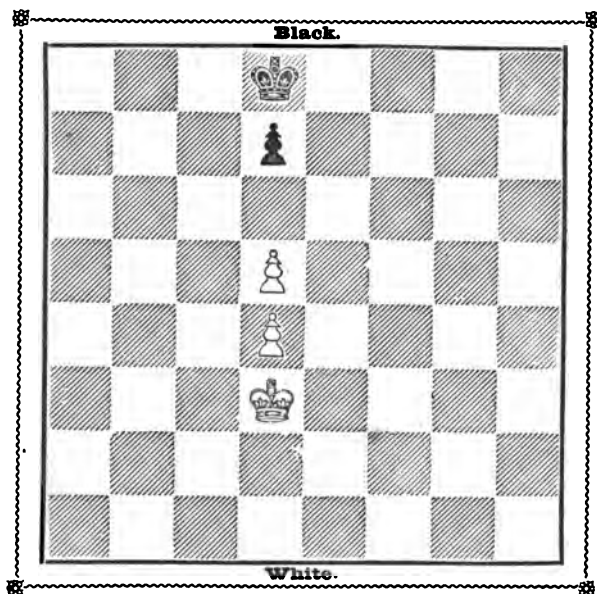
BLACK.

1. K. to K. third
2. K. to Q. second
3. K. to K. second
4. K. to K. third

And draws.

White has only to wait for Black to play to his King's third, and to answer either K. to Q. fourth, or K. B. fourth.

NO. IV.



White wins.

WHITE.

1. P. one
2. K. to Q. B. fourth
3. K. to Q. Kt. fifth
4. K. to Q. B. fifth
5. K. to Q. Kt. sixth

BLACK.

1. K. to K. square
2. K. to K. B. second
3. K. to K. third
4. K. to K. B. second

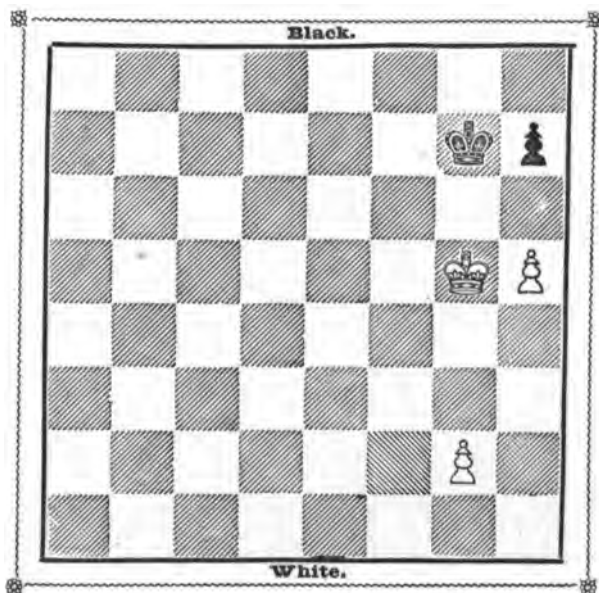
And wins.

Should White, on his first move, play his King, the game would be drawn; nor must White, on his second move play his King in opposition of the Black King. For example, should Black play K. to Q. B. square, White's reply must be, K. to his fourth.

CHESSE STUDIES.

5

NO. V.



White can only draw.

WHITE.

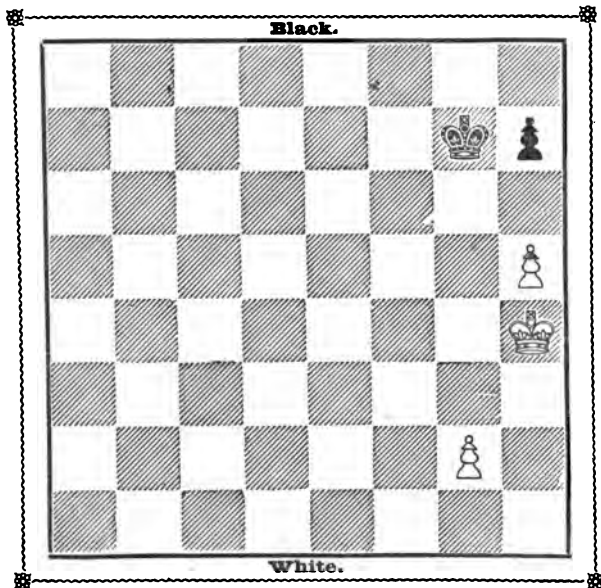
1. P. to K. Kt. third
2. K. to K. R. sixth
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. P. to K. Kt. sixth

BLACK.

1. K. to K. R. square
2. K. to K. Kt. square
3. K. to K. R. square
4. K. to K. Kt. square
5. P. takes P..

And draws.

NO. VI.



White wins.

WHITE.

1. K. to K. Kt. fifth
2. K. to K. R. sixth
3. P. one
4. P. one
5. P. one
6. P. one

BLACK.

1. K. to K. B. second (or A)
2. K. to K. Kt. square
3. K. to K. R. square
4. K. to K. Kt. square
5. K. to K. R. square

And wins.

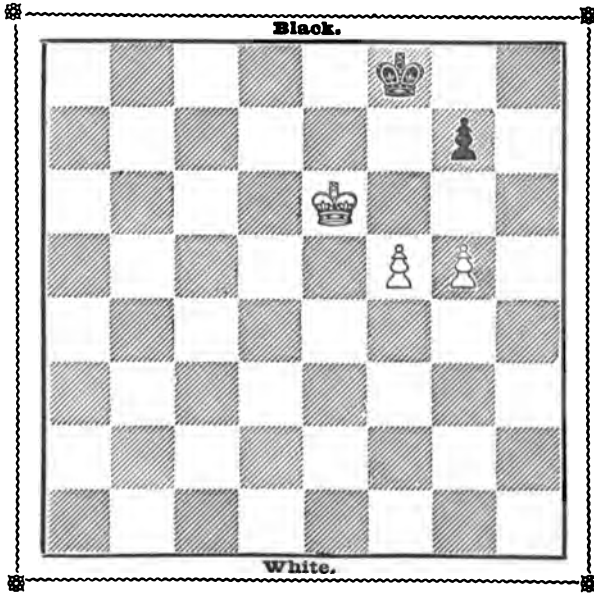
(A.)

- 1.
2. K. to K. R. sixth
3. Pawn two squares, and wins as in the former solution.

1. K. to K. Kt. square
2. K. to K. R. square

In the preceding diagram Black having obtained the opposition draws, but in the present example White wins from being *first* enabled to command the opposition.

NO. VII.



Black with the move must lose.

WHITE.

- 1.
2. P. one (a)
3. P. one (check)
4. K. to Q. sixth
5. K. to Q. seventh
6. K. to K. sixth
7. K. to K. seventh
8. K. to B. sixth
9. K. to B. seventh
10. K. takes P.
11. K. to R. sixth (b)
12. P. one

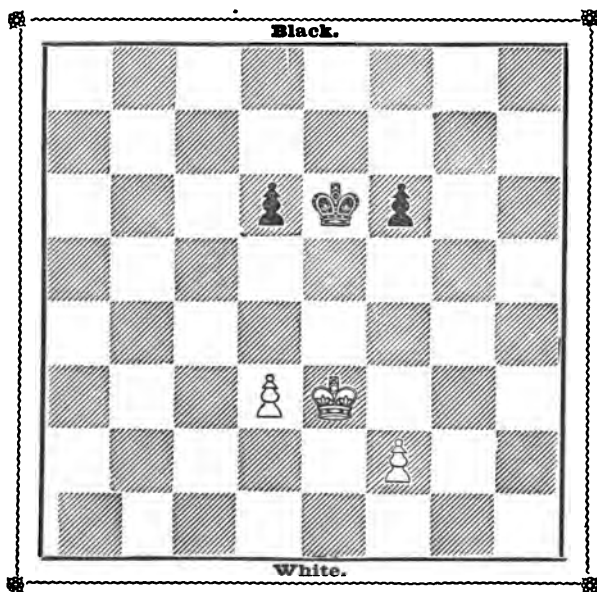
BLACK.

1. P. one
2. K. to K. square
3. K. to B. square
4. K. takes P.
5. K. to B. square
6. K. to Kt. second
7. K. to Kt. square
8. K. to R. second
9. K. to R. square
10. K. to Kt. square
11. K. to R. square

And wins.

- (a) A drawn game should White take the Pawn.
 (b) K. to B. sixth would be a lost move.

NO. VIII.



White to move and win.

- WHITE.**
1. K. to K. fourth (a)
 2. K. to K. B. fourth (b)
 3. K. to K. B. fifth
 4. K. takes P.
 5. K. to K. sixth
 6. K. takes P.

- BLACK.**
1. Q. P. one (check)
 2. K. to Q. third
 3. K. to Q. B. fourth (or A)
 4. K. to Q. fifth
 5. K. takes P.

And wins.

(A)

- 3.
4. Q. P. one
5. B. P. two

3. K. to K. second
4. K. to K. B. second

And wins.

(a) The only move to win.

(b) Had White played K. to Q. fourth, Black would have drawn.

9

Black.



BLACK.

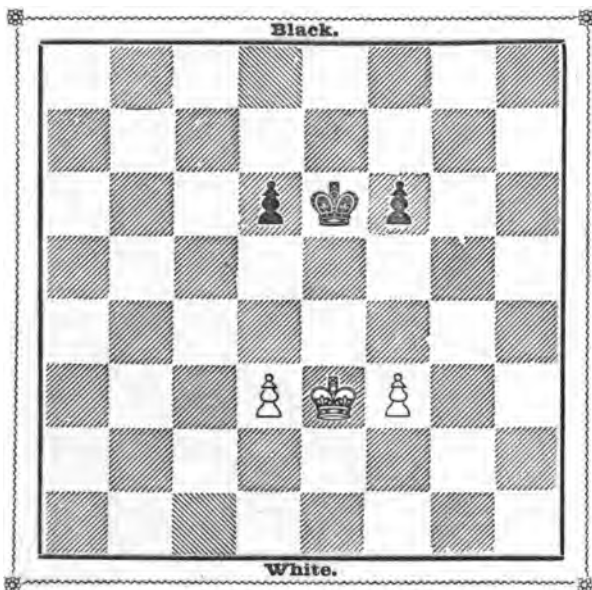
1. K. to Q. Kt. third
2. K. to Q. B. second
3. K. to Q. Kt. third
4. K. to Q. B. second (a)
5. P. to K. R. fourth
6. K. takes P.
7. P. one

And wins.

(a) The advance of the Rook's P. would be unavailing, as White's reply would be K. to Q. seventh, winning easily.

CHESS STUDIES.

NO. X.



White with the move can only draw.

WHITE.

1. K. to K. fourth (or A)
2. K. to K. B. fourth
3. K. to K. Kt. fifth
4. K. B. P. one (check) †
5. K. takes P.

BLACK.

1. Q. P. one (check)
2. K. B. P. one
3. K. to K. fourth
4. K. to Q. fifth

And the game is drawn.

(A.)

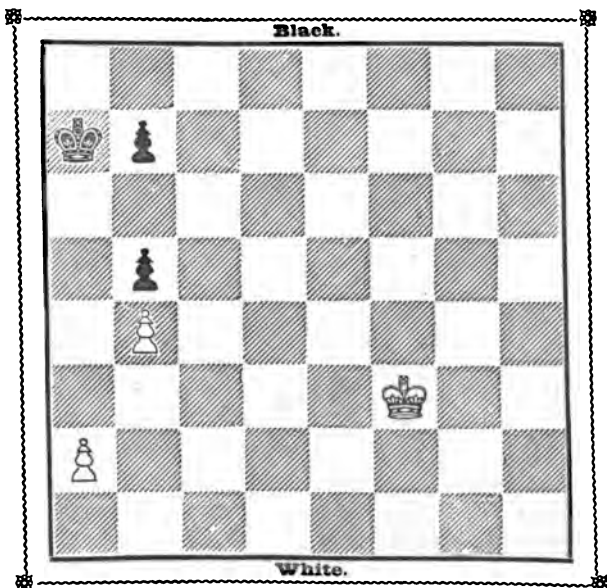
1. K. to K. B. fourth
2. K. to K. B. fifth

1. K. to Q. fourth
2. K. to Q. fifth
3. K. takes P.

And the game is drawn.

White having advanced his K B. P., cannot win as in problem No. 8.

NO. XI.



White to move and win.

WHITE.

1. K. to K. fourth
2. K. to Q. fifth
3. K. to Q. sixth
4. K. to Q. B. fifth
5. P. one
6. K. to Q. B. sixth
7. K. takes P.
8. P. one

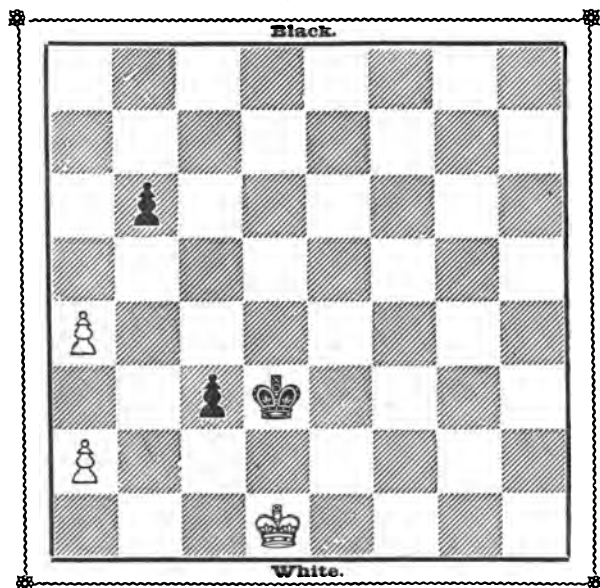
BLACK.

1. K. to Q. R. third
2. K. to Q. Kt. third (best)
3. K. to Q. R. second
4. K. to Q. R. third
5. P. one (check)
6. K. to Q. R. second
7. K. to Q. Kt. second

And wins.

In this position, Black, fighting under the disadvantage of a doubled Pawn, must lose both Pawns.

NO. XII.



White with or without the move can draw.

White playing first :—

- WHITE.
 1. P. to Q. R. fifth
 2. K. to Q. B. square
 3. K. to Q. square
 4. K. to Q. B. second
 5. P. one

- BLACK.
 1. P. takes P.
 2. R. P. one (a)
 3. K. to Q. fifth
 4. K. to Q. B. fifth

And draws.

(a) If Black had pushed his Bishop's Pawn on, White's answer would have been R. P. two squares.

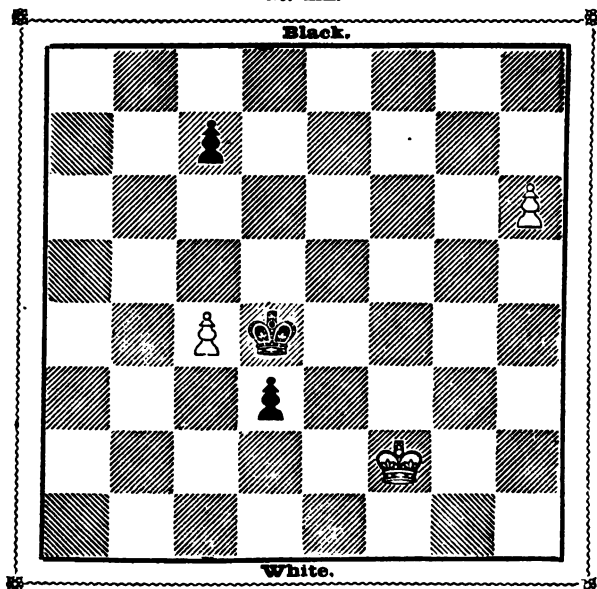
Black playing first :—

- WHITE.
 1.
 2. K. to Q. B. square
 3. K. to Q. B. second
 4. K. to Q. third

- BLACK.
 1. K. to Q. fifth
 2. K. to Q. B. fifth
 3. K. to Q. Kt fifth

And draws.

NO. XIII.



Black—even with the advantage of the move—must lose.

WHITE.

2. P. to K. R. seventh
3. P. to Q. (check)
4. Q. to K. R. seventh (check)
5. Q. to K. R. sixth
6. Q. to K. Kt. sixth (check)
7. Q. to K. Kt. fifth
8. Q. to K. B. fifth (check)
9. Q. to K. B. fourth
10. Q. to K. fourth (check)
11. Q. to K. third
12. Q. to K. second (a)
13. K. to K. third
14. Q. takes Q.
15. K. to Q. third
16. P. one
17. K. to Q. B. fourth
18. P. one
19. K. to Q. Kt. fifth

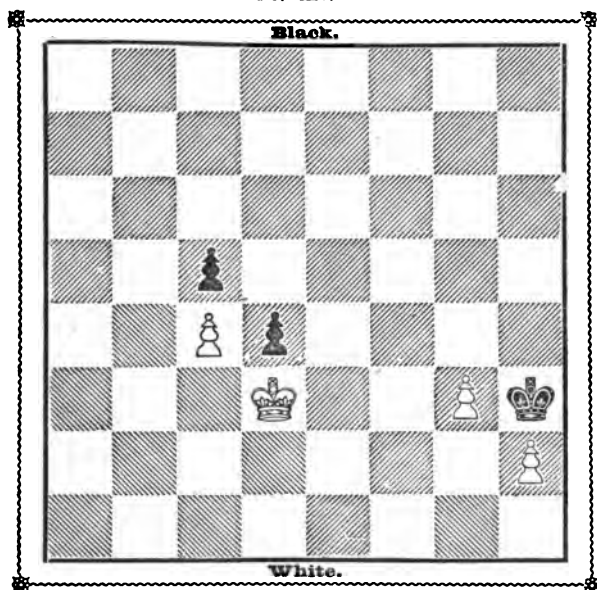
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1. K. to Q. B. sixth
2. P. to Q. seventh
3. K. to Q. B. seventh
4. K. to Q. B. eighth
5. K. to Q. B. seventh
6. K. to Q. B. eighth
7. K. to Q. B. seventh
8. K. to Q. B. eighth
9. K. to Q. B. seventh
10. K. to Q. B. eighth
11. K. to Q. B. seventh
12. K. to Q. B. eighth
13. P. Queens
14. K. takes Q.
15. K. to Q. B. eighth
16. K. to Q. Kt. seventh
17. K. to Q. B. seventh
18. K. to Q. Kt. seventh

And wins.

(a) By this play White gains a move with the King, which gives him the victory.

NO. XIV.



White to move and win.

WHITE.

1. K. to K. fourth
2. P. two squares
3. K. to K. B. fourth
4. P. to K. Kt. fourth
5. P. to K. R. fifth (check)
6. K. to K. fourth
7. K. to K. B. third
8. K. to K. B. fourth
9. P. to K. Kt. fifth
10. P. to K. Kt. sixth (a)
11. K. to K. Kt. fourth
12. K. to K. Kt. fifth
13. P. to R. sixth (check)
14. K. to K. B. sixth
15. K. to K. B. seventh
16. P. to K. Kt. seventh (check)
17. P. Queens (check)

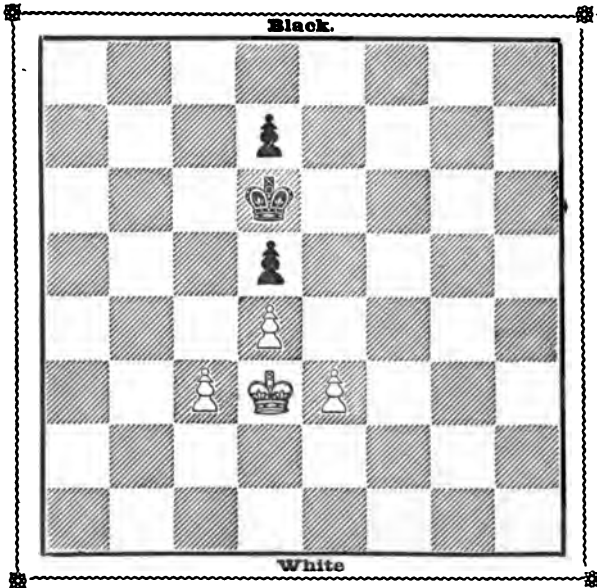
BLACK.

1. K. to K. Kt. fifth
2. K. to K. R. fourth
3. K. to K. R. third
4. K. to K. Kt. third
5. K. to K. R. third
6. K. to K. Kt. fourth
7. K. to K. R. third
8. K. to K. R. second
9. K. to K. Kt. second
10. K. to K. R. third
11. K. to K. Kt. second
12. P. one
13. K. to K. R. square
14. P. one
15. P. Queens
16. K. to K. R. second

And Mates next move.

(a) Had White played Rook's Pawn, Black would have drawn.

NO. XV.



White wins without the move.

WHITE.

- 1.
2. K. P. one (a)
3. K. takes P.
4. Q. B. P. one
5. Q. P. one (check)
6. K. to Q. fourth
7. K. to Q. B. fifth

BLACK.

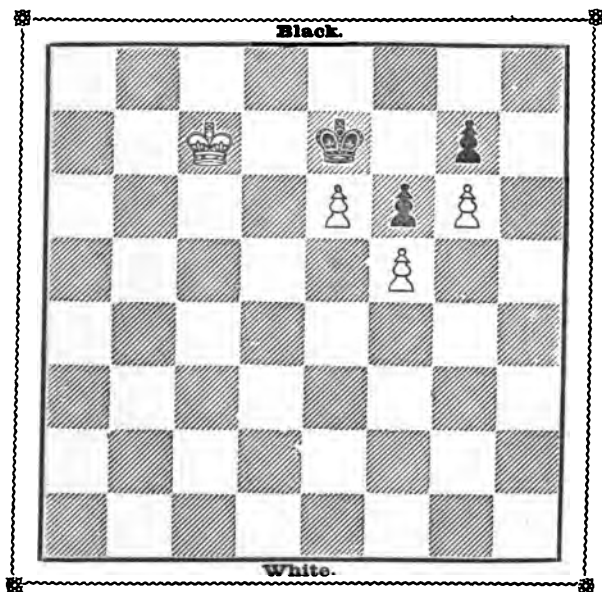
1. K. to Q. B. third
2. P. takes P. (check)
3. K. to Q. third
4. K. to K. third
5. K. to Q. third (best)
6. K. to K. second (b)

And wins.

(a) Were Black to play K. to K. third, White would play Q. B. P. one, and win.

(b) If Black were to play K. to Q. B. second, White's answer would be K. to K. fifth.

NO. XVI.



A drawn game, either party having the move.

White playing first.

- WHITE.
 1. K. to Q. B. sixth
 2. K. to Q. sixth
 3. P. one (check)

- BLACK.
 1. K. to K. square (or A)
 2. K. to Q. square
 3. K. to K. square

And draws.

(Δ)

1.
 2. K. to Q. sixth

1. K. to Q. square
 2. K. to K. square

And draws.

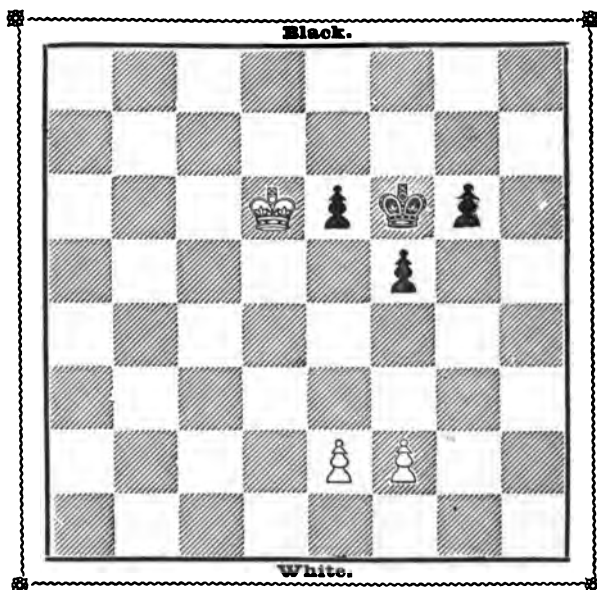
Black playing first.

1.
 2. K. to Q. sixth
 3. P. one (check)

1. K. to K. square
 2. K. to Q. square
 3. K. to K. square

And draws.

NO. XVII.



White with the move can only draw.

WHITE.

1. P. to K. B. fourth
2. K. to K. seventh
3. P. takes P.
4. K. to Q sixth
5. K. to K. fifth
6. K. to K. B. fourth

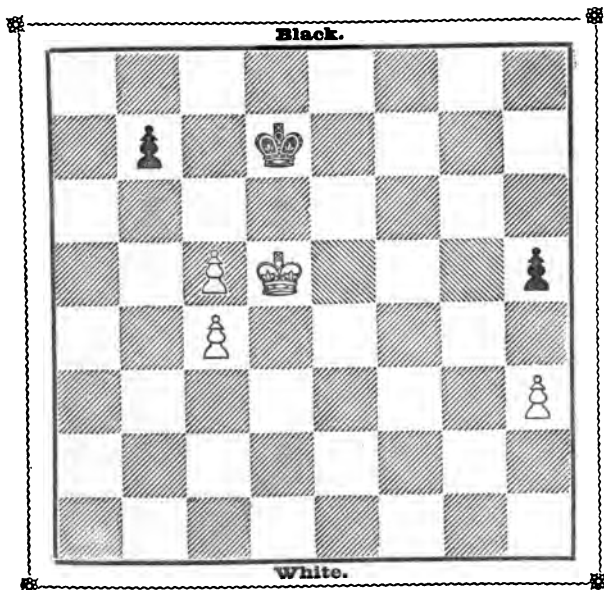
BLACK.

1. K. to K. B. second (a)
2. P. to K. Kt. fourth
3. P. to K. fourth
4. P. to K. fifth
5. K. to K. Kt. third
6. P. to K. sixth

And draws.

(a) This position shows the advantage sometimes to be derived from the power of the Pawn to play two squares.

NO. XVIII.



White to move and win.

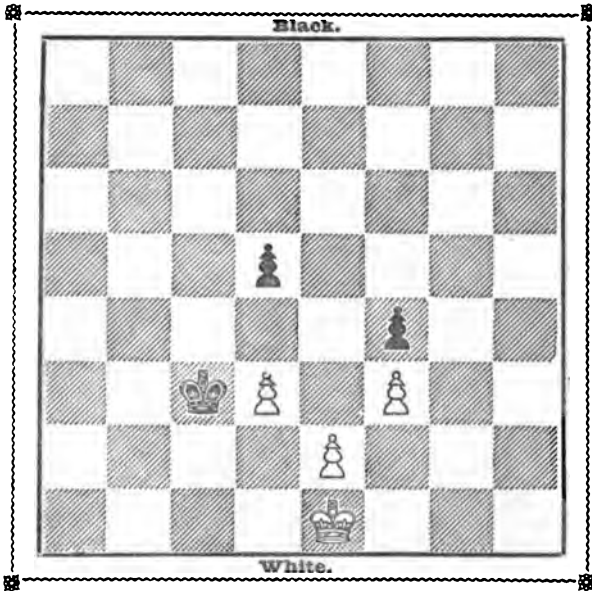
- WHITE.
1. P. to Q. B. sixth (check) (a)
 2. K. to K. fifth
 3. Q. B. P. one
 4. K. to K. B. fifth
 5. K. to K. Kt. fifth
 6. K. takes P.
 7. K. to K. Kt. fifth
 8. P. one
 9. K. to B. sixth
 10. P. one
 11. P. one
 12. P. one
 13. P. Queens
 14. Q. to Q. eighth (check)

- BLACK.
1. P. takes P. (best)
 2. K. to K. second (best)
 3. K. R. P. one
 4. K. to K. B. second
 5. K. to K. third
 6. K. to Q. fourth
 7. K. takes P.
 8. K. to Q. third
 9. P. one
 10. P. one
 11. P. one
 12. P. one
 13. P. Queens

And wins Q. next move.

(a) The only move to win.

NO. XIX.



White to move and win.

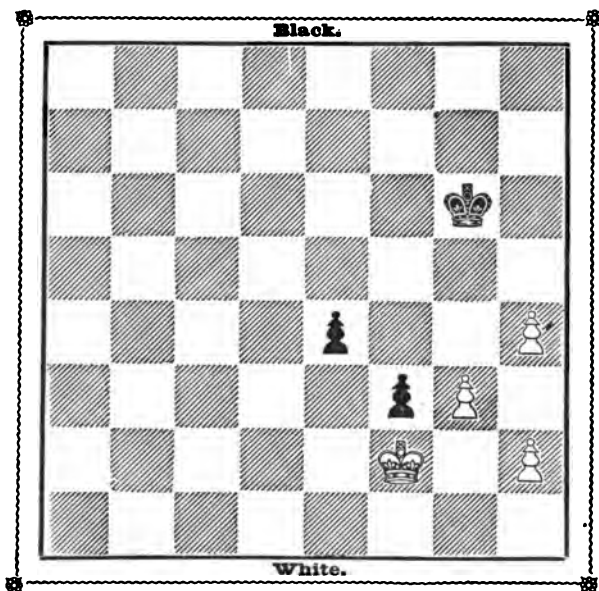
- WHITE.
 1. P. two squares (a)
 2. K. B. P. one
 3. Q. P. one

- BLACK.
 1. P. takes P. (*en passant*)
 2. K. to Q. Kt. fifth (or A)
 And wins.

- (A)
 2. K. to Q. fifth
 And wins by taking the Pawn with King on the following move.

(a) Were White to play K. P. one square, Black would take Q's P. and draw.

NO. XX.



White to move and win.

WHITE.

1. K. to K. third
2. P. to K. R. third
3. P. to K. Kt. fourth
4. K. to K. B. second
5. K. to K. Kt. third
6. P. to K. R. fifth
7. P. to K. R. fourth
8. K. to K. B. second
9. P. to K. Kt. fifth
10. P. to K. R. sixth
11. P. to K. R. fifth (check)
12. K. to K. third
13. P. to K. Kt. sixth
14. P. to K. R. seventh (check)
15. P. to K. R. sixth (check)
16. K. to K. B. second
17. K. takes K. B. P.
18. P. to K. Kt. seventh (check)
19. K. takes P.

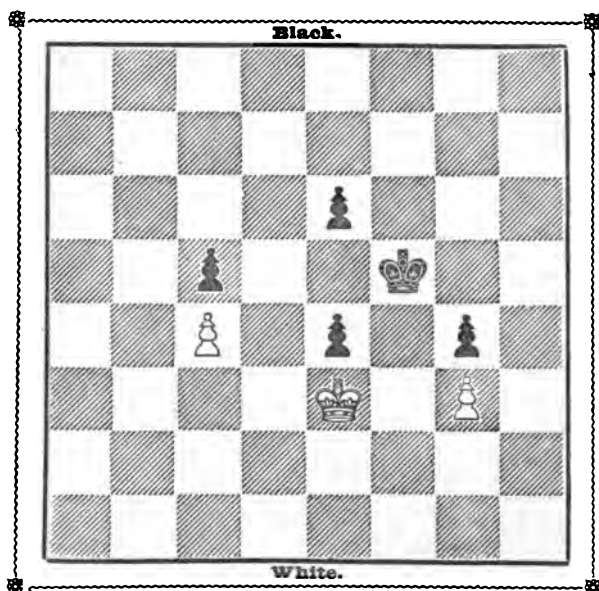
BLACK:

1. K. to K. R. fourth
2. K. to K. Kt. third
3. K. to K. R. third
4. K. to K. Kt. third
5. K. to K. R. third
6. K. to K. Kt. fourth
7. K. to K. R. third
8. K. to K. R. second
9. K. to K. Kt. second
10. K. to K. Kt. third
11. K. to K. R. second
12. K. to K. R. square
13. K. to K. Kt. square
14. K. to K. Kt. second
15. K. to K. R. square
16. P. to K. sixth (check)
17. P. to K. seventh
18. K. takes P.

And wins.

The nicety of this Problem consists chiefly in the play of the Kings.

NO. XXI.



White draws.

- WHITE.**
 1. K. to K. second
 2. K. to Q. second (a)
 3. K. to K. third

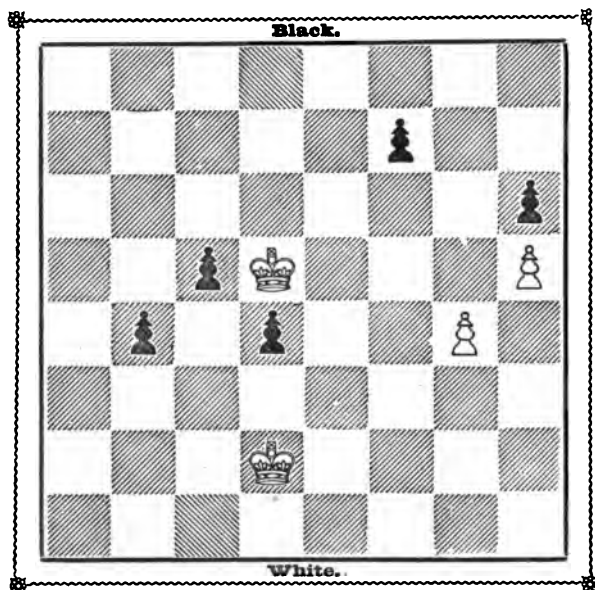
- BLACK.**
 1. K. to K. B. third
 2. K. to K. fourth

And draws.

(a) If White instead of playing to Q. second, were to play to K. third, he would lose.

If the Black Pawn on K.'s third were on K.'s second, Black would win.

NO. XXII.



White to move and win.

WHITE.

1. P. to K. Kt. fifth
2. P. takes P.
3. K. to Q. B. second
4. K. to Q. B. square

And wins.

(A.)

- 1.
2. P. takes P.
3. P. to R. seventh
4. K. to Q. B. square
5. K. to Q. Kt. square

And wins.

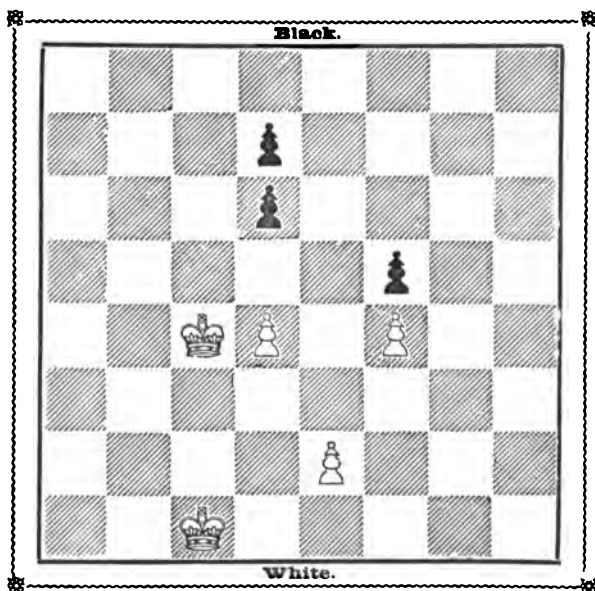
BLACK.

1. K. to K. third (or A)
2. K. to K. B. third
3. Q. B. P. one

1. Q. Kt. P. one
2. Q. B. P. one
3. P. to K. B. sixth (check)
4. P. to K. Kt. seventh (check)

Black loses, in consequence of his Bishop's Pawn being in the way.
 This example will exhibit to the student that doubled Pawns in some positions are extremely strong.

NO. XXIII.



White to move and win.

- WHITE.
1. K. P. two squares
 2. K. B. P. one
 3. K. B. P. one
 4. K. to Q. square

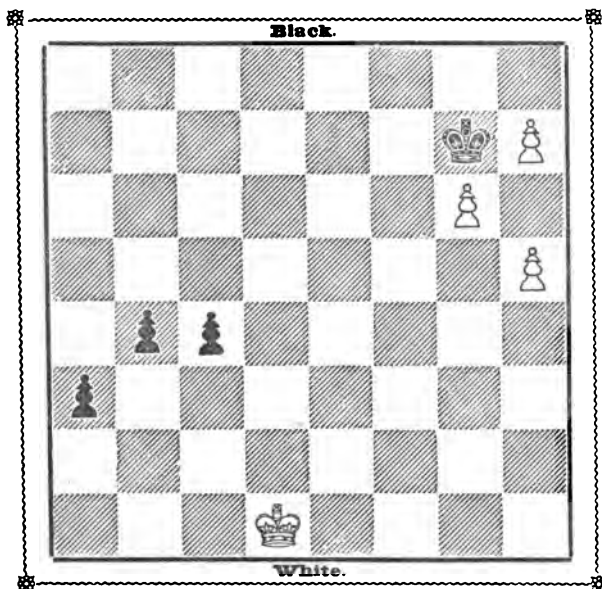
And wins.

- 1.
2. P. takes P.
3. K. to Q. second

- (A)
- BLACK.
1. P. takes P. (or A)
 2. K. to Q. sixth
 3. P. to K. sixth
- And wins.

In this instance White wins by the acquisition of a doubled Pawn, and Black loses through the *possession* of a similar Pawn.

NO. XXIV.



Black wins.

WHITE.

1. P. to K. R. sixth (check)
2. K. to Q. B. second
3. K. to Q. Kt. second
4. K. to Q. R. square
5. K. Kt. P. one (check)
6. P. Queens (check)
7. K. R. P. one (check)

BLACK.

1. K. to K. R. square
2. Q. Kt. P. one (check) (a)
3. Q. B. P. one
4. Q. B. P. one
5. K. takes P.
6. K. takes Q.
7. K. to K. B. second

And wins.

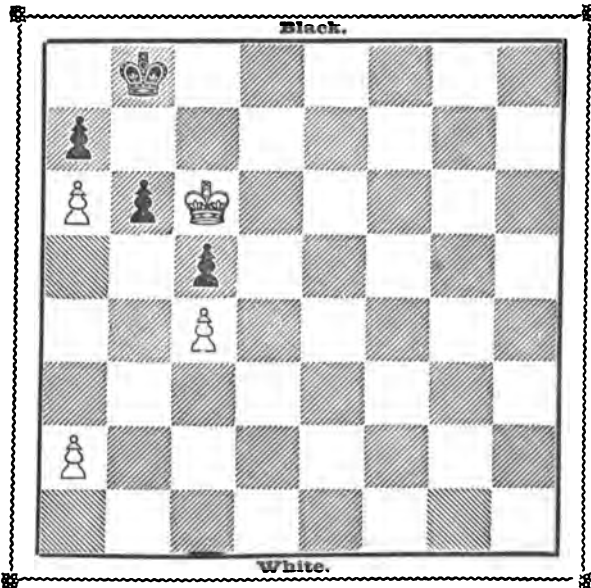
(a) P. to Q. R. seventh would have led to a drawn game. For example :—

- | | |
|--|---|
| <ol style="list-style-type: none"> 2. 3. K. to Q. Kt. second 4. K. to Q. R. square 5. K. Kt. P. one (check) 6. P. Queens (check) 7. K. R. P. one (check) | <ol style="list-style-type: none"> 2. P. to Q. R. seventh 3. P. to Q. Kt. sixth 4. P. to Q. B. sixth 5. K. takes P. 6. K. takes Q. 7. |
|--|---|

And draws.

Correctness of Pawn play can only be obtained by the utmost research. As Staunton justly observes, the combination of these simple elements are amongst the most refined and arduous studies of the science ; and it is absolutely necessary thoroughly to understand their peculiar and intricate combinations, in order to become a first-rate player. The example given by Szen in his Problem of three Pawns against three Pawns, are beautiful examples of Pawn play.

NO. XXV.



White to move and win.

WHITE.

1. R. P. one (a)
2. R. P. one
3. K. to Q. seventh
4. K. to Q. B. seventh
5. Q. B. P. takes P.
6. R. P. one
7. P. one
8. P. takes P.
9. P. one (check)

BLACK.

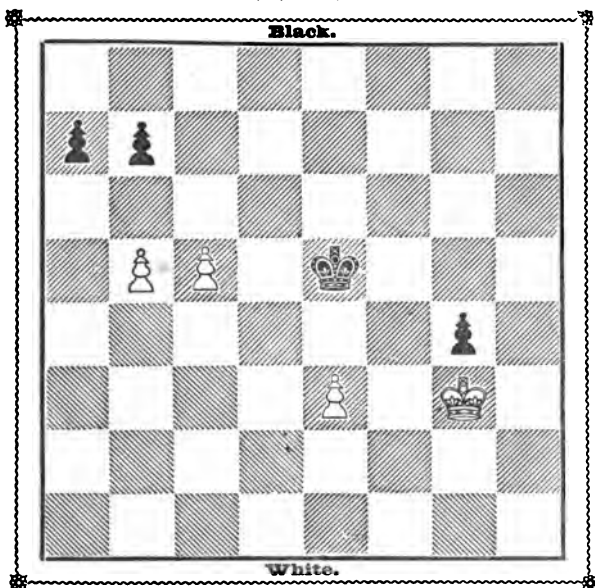
1. K. to Q. B. square
2. K. to Q. Kt. square
3. K. to Q. R. square
4. P. one
5. P. one
6. P. one
7. P. takes P.
8. P. one

And wins.

(a) Had White played R. P. two squares, Black would have drawn.

D

NO. XXVI.



White to move and win.

WHITE.

1. P. to K. fourth
2. P. to Q. B. sixth

- 1.
2. P. to Q. Kt. sixth
3. P. to Q. B. sixth

- 1.
2. K. takes P.
3. P. takes P. (*en passant*)
4. K. to K. B. third
5. K. to K. second
6. K. to Q. second
7. K. to Q. B. second
8. P. to K. fifth

BLACK.

1. P. to Q. R. third (or A. B.)

And wins.

(A)

1. P. to Q. R. fourth
2. K. to K. third.

And wins.

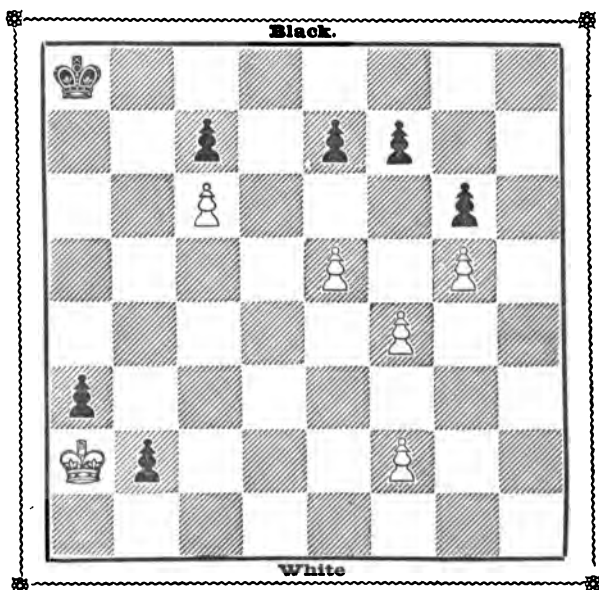
(B)

1. K. to K. third
2. P. to Q. R. fourth
3. P. takes P.
4. P. one
5. P. one
6. P. one
7. K. to Q. second

And wins.

The advance of White King's Pawn here decides the game.

NO. XXVII.



White to move and win.

WHITE.

1. P. to K. B. fifth
2. P. takes either P.
3. P. to K. B. fourth
4. P. to K. B. fifth
5. P. to K. sixth
6. P. to K. seventh

BLACK.

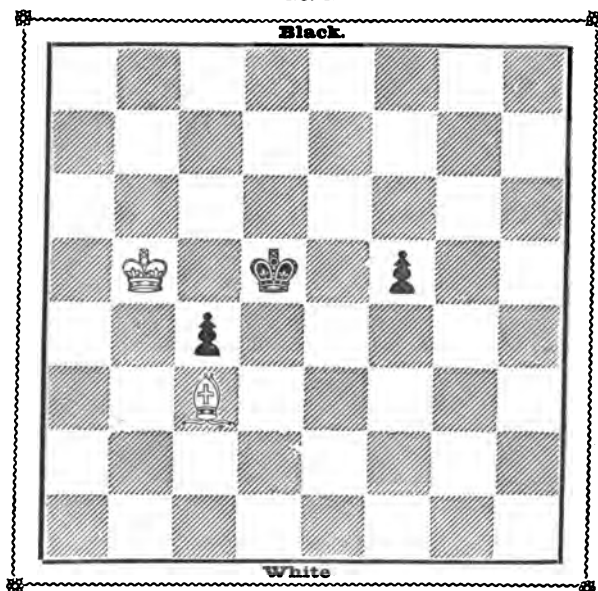
1. P. to K. third (best)
2. P. takes P.
3. K. to Q. Kt. eighth
4. P. on K. third takes P. (best)
5. K. to Q. B. square

And wins.

Another illustration of the advantage of a doubled Pawn.

KINGS, BISHOPS, AND PAWNS.

NO. I.



Black having the move wins.

WHITE.

- 1.
2. K. to Q. Kt. fourth
3. B. to K. square
4. K. to Q. R. third
5. K. to Q. R. second
6. K. to Q. Kt. square

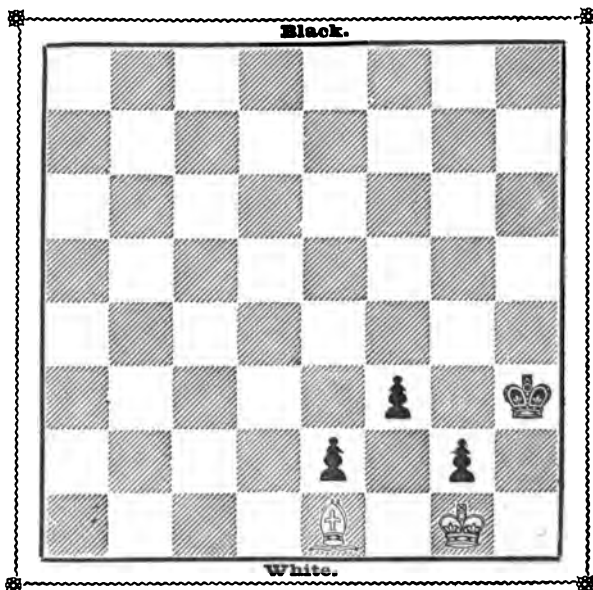
BLACK.

1. P. to K. B. fifth
2. P. to K. B. sixth
3. K. to Q. fifth
4. P. to Q. B. sixth (a)
5. K. to Q. sixth
6. K. to K. seventh

And wins.

(a) If Pawn does not advance, White draws by playing his King to Q. Kt. second.

NO. II.



Black wins.

WHITE.

- 1.
2. K. to K. B. second
3. B. to Q. second (check)
4. B. to Q. R. fifth
5. B. to Q. Kt. fourth
6. B. to Q. R. fifth
7. B. to Q. Kt. fourth
8. B. takes Q.
9. K. takes Q.

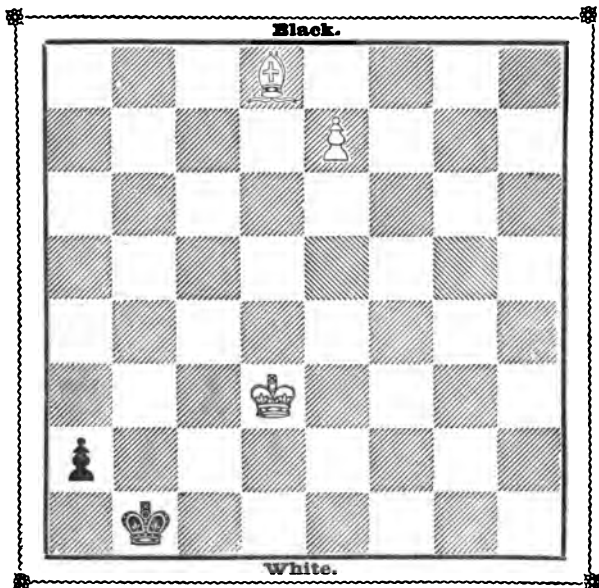
BLACK.

1. K. to K. Kt. fifth
2. K. to K. B. fifth
3. K. to K. fifth
4. K. to Q. sixth
5. K. to Q. B. seventh
6. K. to Q. eighth
7. K. P. Queens
8. K. Kt. P. Queens
9. K. takes B.

And wins.

White with his King and Bishop is not able to stop the advance of Black's Pawns, as Black can sacrifice the Pawns on the King and Kt.'s file, and win with the Bishop's Pawn.

NO. III.



White to move and win.

WHITE.

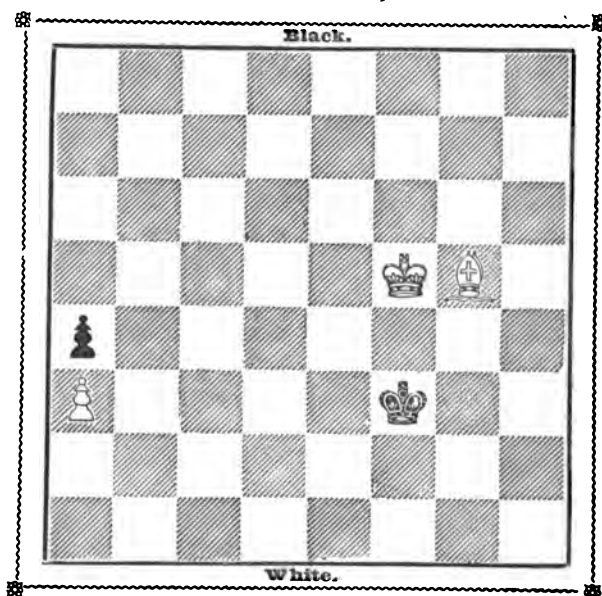
1. P. Queens
2. Q. to K. square (check)
3. Q. to K. sixth (check)
4. B. to K. B. sixth
5. B. to Q. B. third
6. Q. to K. square (check)
7. Q. to Q. R. square (check)
8. Q. to Q. Kt. second (mate)

BLACK.

1. P. Queens
2. K. to Q. R. seventh
3. K. to Q. Kt. eighth (best)
4. Q. to Q. R. sixth (check)
5. Q. to Q. R. fifth
6. K. to Q. R. seventh
7. K. to Q. Kt. sixth

White without the Bishop could not win.

NO. IV.



White to move and win.

WHITE.

1. B. to K. B. fourth
2. K. to K. Kt fourth
3. B. to Q. B. square
4. K. to K. B. fourth
5. B. to K. third
6. K. to K. fifth
7. B. to Q. B. fifth
8. K. to Q. sixth
9. K. to Q. fifth
10. K. to Q. B. sixth
11. B. to K. Kt. square
12. K. to K. Kt. seventh
13. B. to Q. Kt. sixth
14. K. to Q. B. sixth
15. B. to Q. B. fifth
16. B. to K. third
17. B. to K. B. square
18. B. to K. Kt. second
19. K. to Kt. fifth

BLACK.

1. K. to K. Kt. seventh (or A)
2. K. to K. B. seventh.
3. K. to K. seventh
4. K. to Q. eighth (or B)
5. K. to Q. B. seventh
6. K. to Kt. sixth
7. K. to Q. B. fifth
8. K. to Q. Kt. fourth (best)
9. K. to Q. R. fourth (best)
10. K. to Q. R. third
11. K. to Q. R. fourth
12. K. to Q. Kt. fourth
13. K. to Q. B. fifth
14. K. to Q. Kt. sixth
15. K. to Q. B. fifth
16. K. to Q. Kt. sixth (best)
17. K. to Q. B. fifth (or C)
18. K. to Q. third

And wins.

(A)

- 1.
2. K. to K. fourth
3. K. to Q. fourth
4. B. to K. R. second

1. K. to K. B. seventh
2. K. to K. Kt. seventh
3. K. to K. B. sixth

And wins.

(B)

- 4.
5. B. to K. third
6. K. to K. fifth
7. B. to K. B. fifth
8. K. to Q. sixth
9. K. to K. fifth
10. B. to Q. sixth
11. K. to Q. B. fifth
12. K. to Q. Kt. fifth
13. B. to K. R. second

4. K. to Q. sixth
5. K. to Q. B. fifth (or D)
6. K. to Q. Kt. sixth
7. K. to Q. B. fifth
8. K. to Q. sixth
9. K. to Q. B. sixth
10. K. to K. sixth
11. K. to K. fifth
12. K. to Q. fourth or K. B. fourth

And wins.

(C)

- 17.
18. K. to Q. Kt. fifth
19. B. to K. B. fourth
20. K. takes P.

17. K. to Q. B. sixth
18. K. to Q. fifth
19. K. to K. fifth

And wins.

(D)

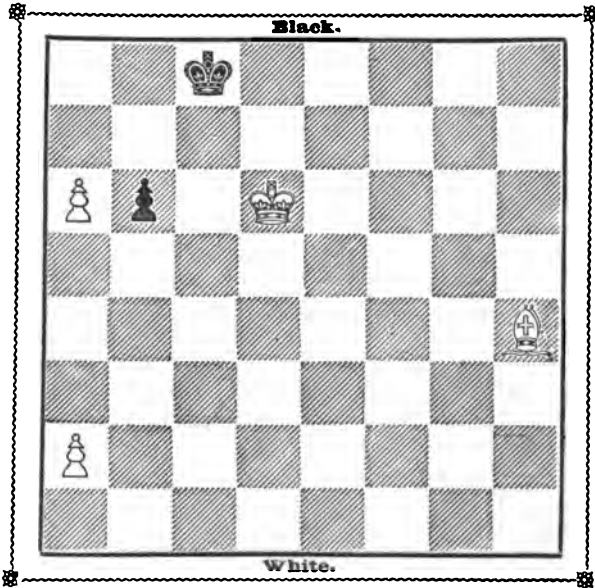
- 5.
6. K. to K. fifth
7. B. to K. Kt. square

5. K. to Q. B. sixth
6. K. to Q. B. fifth

And wins as in one of the former variations.

This position requires the utmost skill to win, and shows the importance of the first move in some cases. If Black had the move he could draw by playing King to Kt.'s third.

NO. V.



White to move and win.

WHITE.

1. P. two
2. B. to K. B. second
3. K. to Q. B. sixth
4. P. to R. seventh (check)
5. B. to K. Kt. square
6. P. one

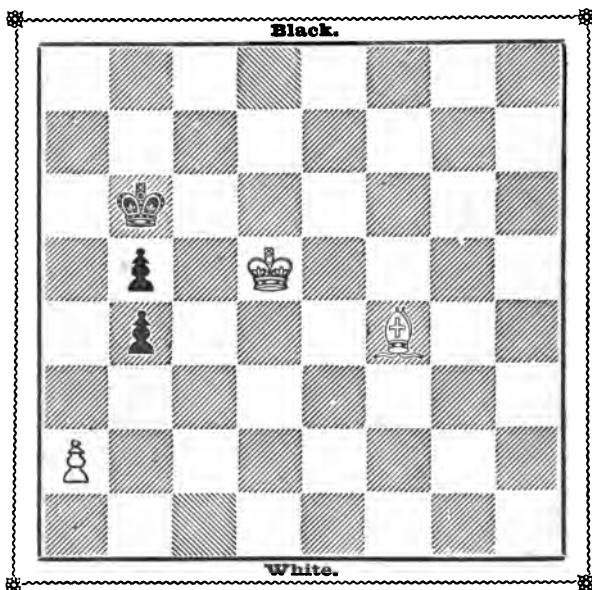
BLACK.

1. K. to Q. Kt. square
2. K. to Q. R. square
3. K. to Q. Kt. square
4. K. to Q. R. square
5. K. takes P.

And wins.

Had Black been without a Pawn he could have drawn.

NO. VI.



White to move and win.

WHITE.

1. B. to Q. second (a)
2. K. to Q. sixth
3. B. to K. square
4. B. to R. fourth
5. B. to Q. eighth (check)
6. B. to Q. B. seventh
7. K. to Q. B. sixth
8. B. to Q. eighth
9. K. to Q. Kt. sixth
10. B. to Q. B. seventh (check)
11. B. to Q. sixth

BLACK.

1. K. to Q. Kt. second (or A)
2. K. to Q. Kt. third
3. K. to Q. Kt. second
4. K. to Q. Kt. third
5. K. to Q. Kt. second
6. K. to R. square
7. K. to R. second
8. K. to R. square (best)
9. K. to Kt. square
10. K. to R. square

And wins.

(A)

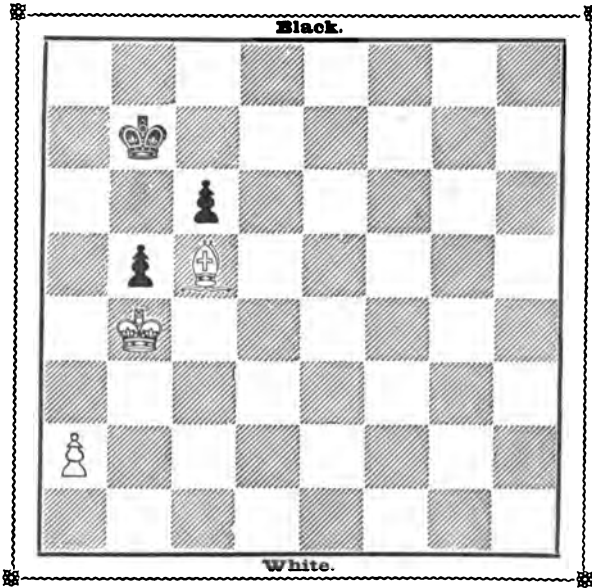
- 1.
2. B. to K. Kt. fifth
3. K. to Q. B. fifth
4. K. to Q. Kt. sixth
5. B. to K. B. fourth (check)
6. B. to Kt. third
7. K. takes P.
8. K. to Q. Kt. sixth
9. K. to Q. Kt. seventh
10. B. to K. square

1. K. to Q. B. second
2. K. to Q. second
3. K. to B. square (best)
4. K. to Kt. square
5. K. to Q. B. square
6. K. to Q. second
7. K. to Q. B. square
8. K. to Q. square
9. K. to Q. second

And wins.

(a) Had White played to any other square than Q. second for his first move, Black could have drawn the game by playing King to Queen's R. fourth.

NO. VII.



White can only draw.

WHITE.

1. K. to R. fifth
2. K. to R. fourth
3. K. to Kt. third
4. B. to K. third

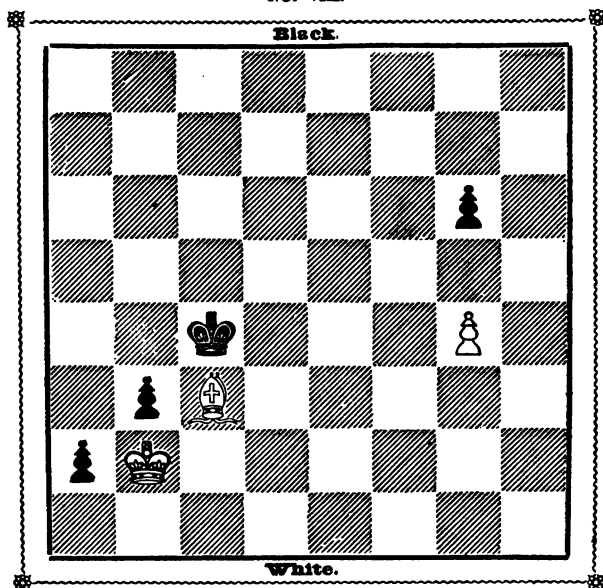
BLACK.

1. P. one
2. K. to R. third
3. K. to Kt. fourth
4. P. one

And draws.

White's Pawn in this position is of no advantage to him.

NO. VIII.



White can only draw.

WHITE.

1. B. to K. B. sixth (a)
2. B. takes P.
3. B. to Q. B. square

BLACK.

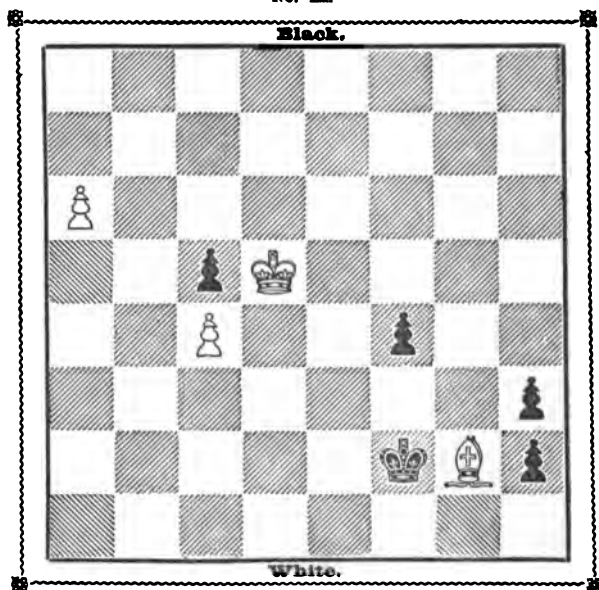
1. K. Kt. P. one (b)
2. K. to Q. fourth
3. K. to K. fifth

And draws by threatening to take White's Pawn.

(a) Had Black the first move, he could win by making a Queen, and then taking the Bishop.

(b) The only move to draw.

NO. IX.



White to move and win.

WHITE.

1. B. to K. B. square
2. B. to K. B. third
3. B. takes Q.
4. P. to Q. R. seventh
5. P. Queens
6. K. takes P. (dis. check)
7. Q. to K. Kt. eighth (check)
8. Q. to K. B. seventh
9. K. to Q. fourth
10. K. to K. third
11. Q. to K. B. fourth (check)
12. Q. to K. R. sixth (check)

BLACK.

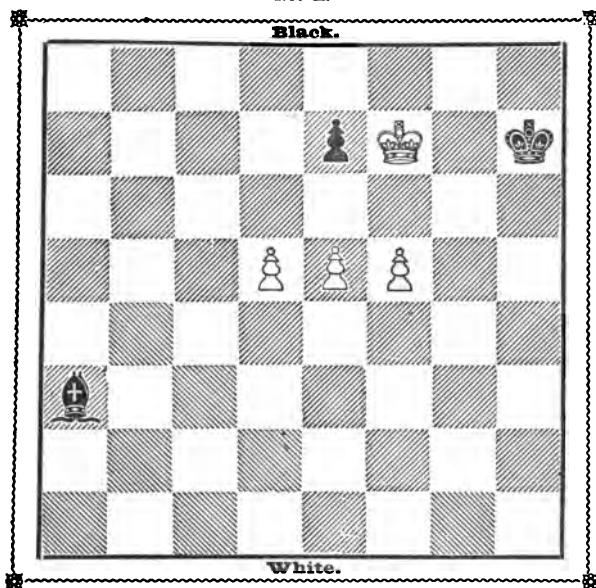
1. K. to K. Kt. eighth
2. P. Queens
3. K. takes B.
4. B. P. one
5. B. P. one
6. K. to K. Kt. eighth (best)
7. K. to K. R. seventh (best)
8. K. to K. Kt. sixth (best)
9. R. P. one
10. R. P. Queens
11. K. to K. R. sixth

And wins.

E

CHESS STUDIES.

NO. X.



White to move and win.

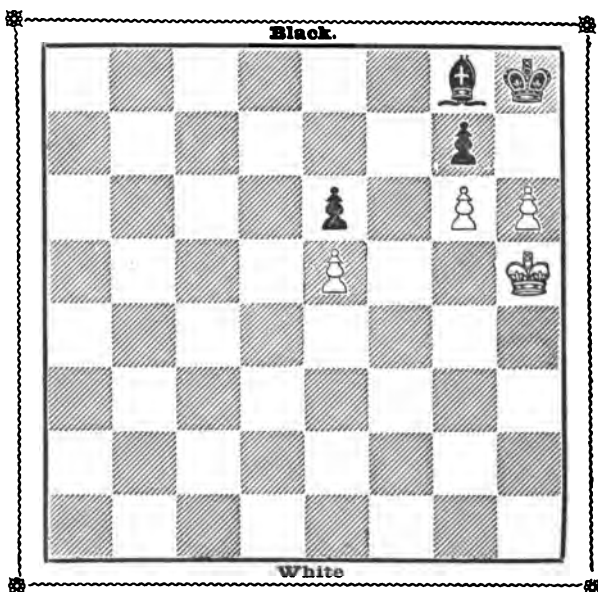
- WHITE.
 1. P. to K. B. sixth
 2. P. to Q. sixth

- BLACK.
 1. P. takes P.

And wins.

This is a simple but useful example.

NO. XI.



White to move and win.

- WHITE.
 1. P. takes P. (best) (check)
 2. K. to K. Kt. fifth
 3. K. to K. B. sixth

And wins.

(A)

2.
 3. K. to K. R. sixth

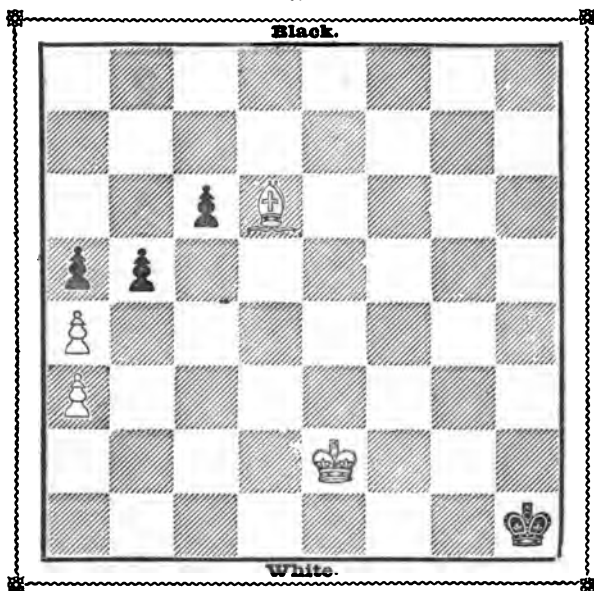
And wins.

- BLACK.
 1. K. takes P.
 2. K. to K. R. square (or A)

2. K. to K. B. square

The confined position of Black's Bishop in this instance costs him the game.

NO. XII.



White to move and win.

WHITE.

1. K. to K. B. second
2. K. to K. B. square
3. B. to K. fifth
4. K. to K. B. second
5. B. takes P.
6. K. to K. B. third
7. B. to K. square
8. B. takes P.
9. B. to K. square
10. K. to K. Kt. fourth
11. B. to K. Kt. third
12. K. to K. B. third
13. B. to Q. Kt. eighth
14. K. to K. third
15. K. to Q. third
16. K. to Q. B. fourth
17. B. to K. R. second
18. K. to Q. Kt. fifth
19. K. takes P.
20. K. to Q. Kt. fifth
21. K. to Q. B. sixth

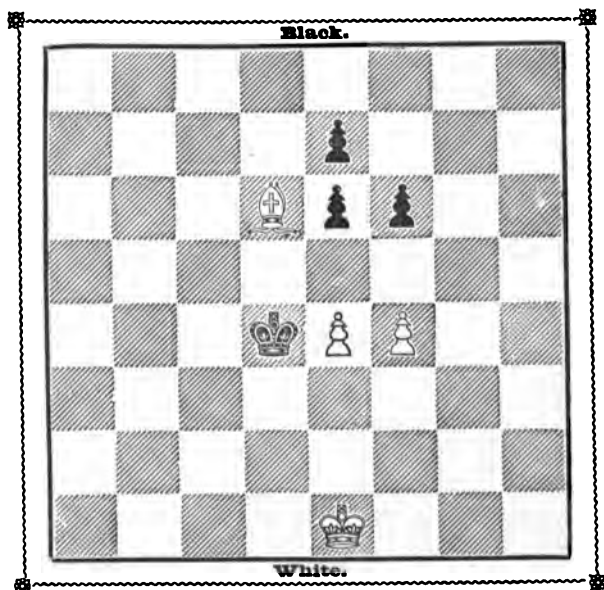
BLACK.

1. P. takes P.
2. P. one
3. P. one
4. P. one
5. K. to K. R. seventh
6. K. to K. R. sixth
7. K. to K. R. seventh
8. K. to K. R. sixth
9. K. to K. R. seventh
10. K. to K. Kt. seventh (best)
11. K. to K. Kt. eighth
12. K. to K. B. eighth
13. K. to K. Kt. eighth
14. K. to K. Kt. seventh
15. K. to K. B. sixth
16. K. to K. fifth
17. K. to K. B. fourth
18. K. to K. third
19. K. to Q. second
20. K. to Q. B. square

And wins.

Careful play is here required to prevent the Black King from gaining Queen's Rook's square.

NO. XIII.



White to move and win.

WHITE.

1. K. P. one
2. K. to B. second
3. K. to K. Kt. third
4. K. to K. B. third
5. B. takes P.

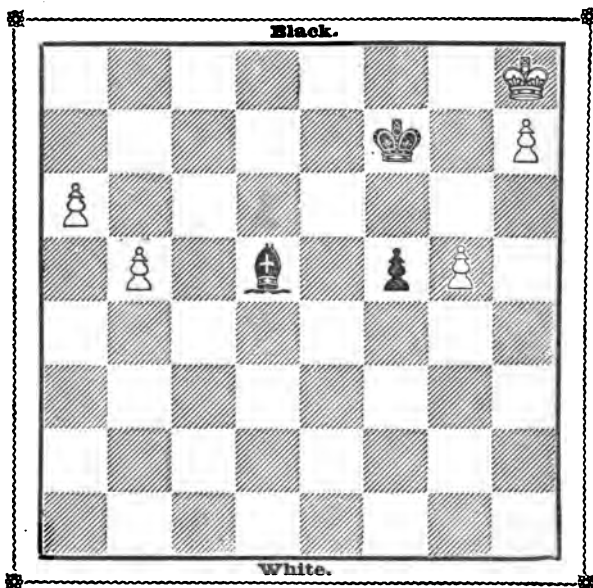
BLACK.

1. K. to Q. fourth
2. K. to K. fifth
3. K. to K. B. fourth
4. K. to K. Kt. third

And wins.

Black dare not take the Bishop nor either of the Pawns, and White has time to advance his King and ultimately win.

NO. XIV.



Black with the move can only draw.

WHITE.

- 1.
2. P. to Q. R. seventh
3. P. to Q. Kt. sixth
4. P. Queens
5. Q. Kt. P. one
6. K. Kt. P. one (check)
7. K. to Kt. eighth
8. K. to K. R. eighth

BLACK.

1. B. to Q. B fifth
2. B. to Q. fourth
3. P. one (or Δ)
4. B. takes Q.
5. B. takes P.
6. K. takes P.
7. B. to Q. fourth (check)

And draws.

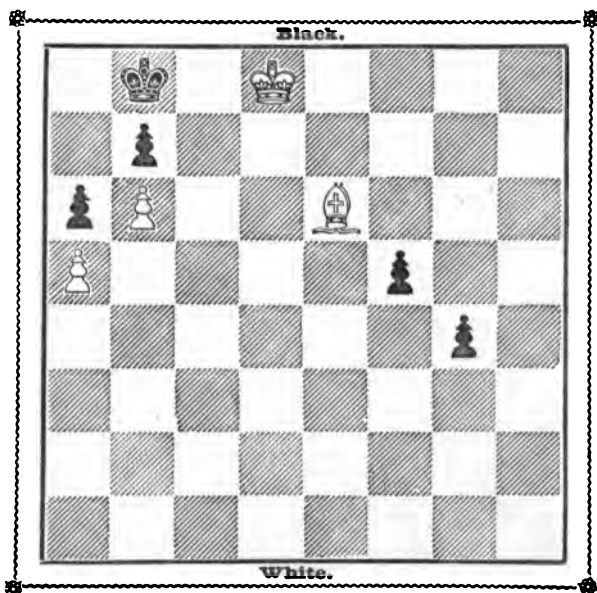
(A.)

- 3.
4. R. P. Queens
5. Q. Kt. P. one
6. K. to Kt. eighth
7. K. to K. R. eighth

3. K. to his Kt. third
4. B. takes Q
5. B. takes P.
6. B. to Q. fourth (check)

And draws.

NO. XV.



White to move and win.

WHITE.

1. K. to Q. seventh
2. B. to Q. fifth
3. B. to K. B. third
4. B. takes P.
5. B. to K. B. square
6. K. to Q. eighth
7. B. to Q. R. sixth (takes P.)
8. B. to K. B. square
9. B. to K. Kt. second
10. K. to Q. seventh
11. B. takes Q.

BLACK.

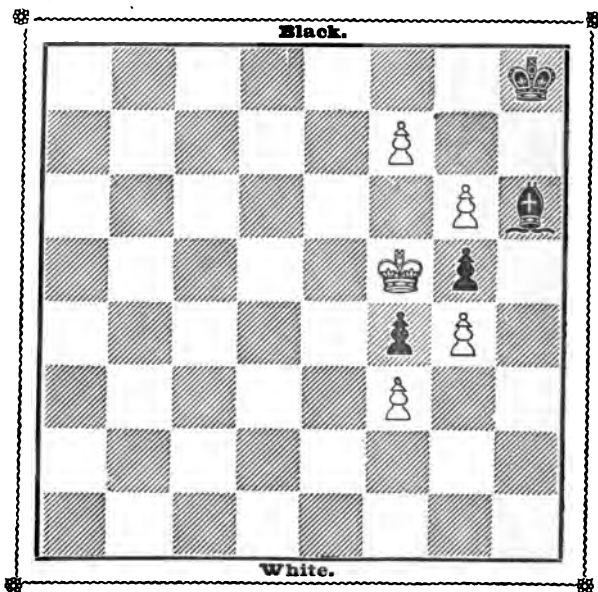
1. P. to K. Kt. sixth (best)
2. P. to K. B. fifth
3. P. to K. Kt. seventh
4. P. to K. B. sixth
5. P. to K. B. seventh
6. K. to Q. R. square
7. K. to Q. Kt. square
8. K. to Q. R. square
9. K. to Q. Kt. square
10. P. Queens

And wins.

Had Black been without the Pawns on K. B. fourth, and K. Kt. fifth, White could not have won.

CHESSE STUDIES.

NO. XVI.



White with the move can only draw,

WHITE.

1. K. to K. B. sixth
2. K. to K. seventh
3. K. to K. B. sixth
4. K. takes P.
5. K. takes P.
6. K. to K. B. fifth
7. K. to K. sixth
8. K. to Q. seventh
9. K B. P. one

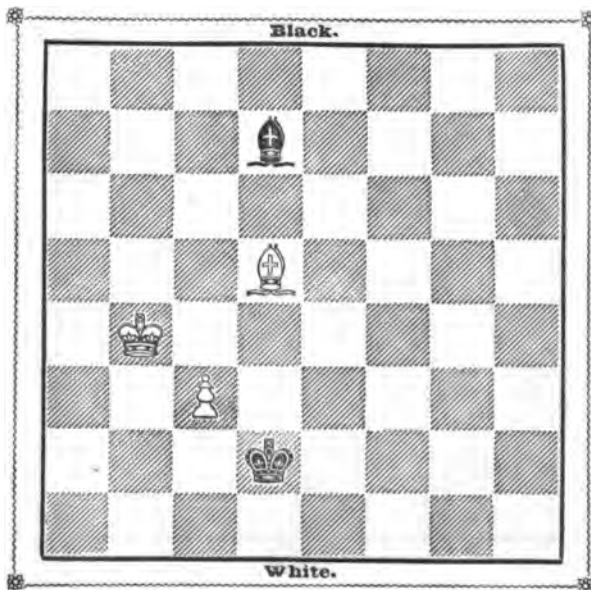
BLACK.

1. B. to K. Kt. second (check)
2. B. to K. B. square (check)
3. B. to K. Kt. second (check)
4. B. to K. B. square
5. B. to K. second
6. K. to K. Kt. second
7. B. to Q. R. sixth
8. K. to K. B. square
9. B. to Q. Kt. seventh

And draws.

Black can sacrifice his two Pawns and still draw.

NO. XVII.



Black to move and draw.

WHITE.

- 1.
2. B. to Q. B. fourth
3. B. to Q. R. sixth
4. B. to Q. B. fourth
5. B. to Q. Kt. third

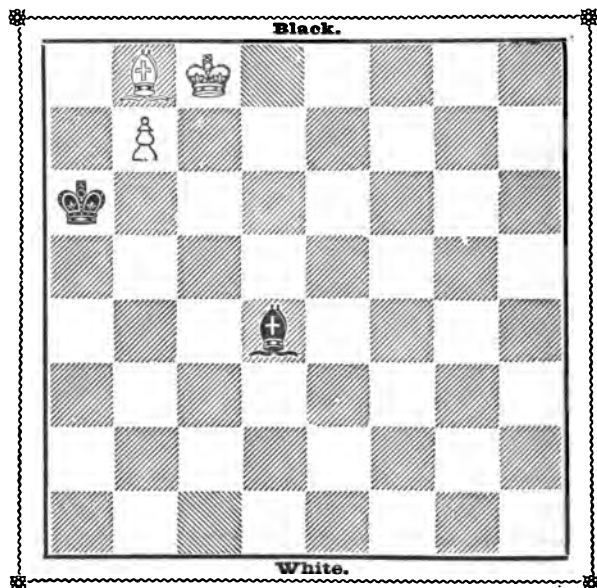
BLACK.

1. B. to Q. Kt. fourth
2. B. to Q. second
3. B. to K. third
4. B. to Q. second
5. B. to Q. Kt. fourth

And draws.

This position exhibits the power of the Bishop to stop the advance of a Pawn even when supported by a Bishop. See the following diagram.

NO. XVIII.



White to move and win.

WHITE.

1. B. to K. B. fourth
2. B. to K. third

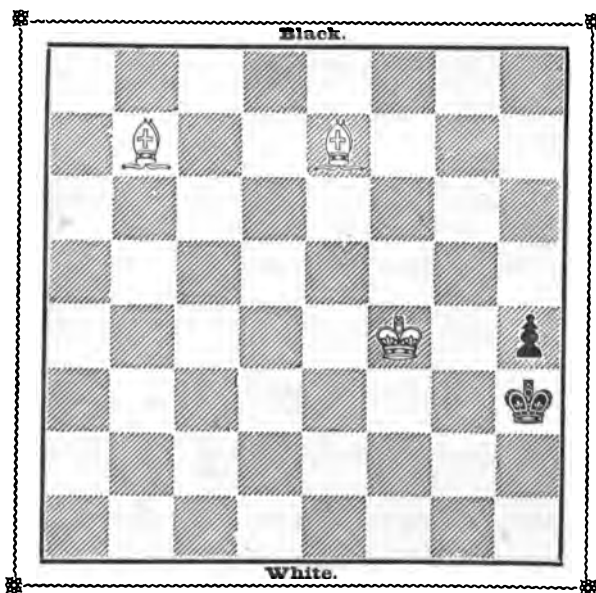
BLACK.

1. B. to Q. R. second

And wins.

White in this instance wins in consequence of his Pawn having arrived at its seventh square. The Pawn so far advanced frequently wins, when supported by a Bishop against a Bishop.

NO. XIX.



White to move and Mate in four moves.

WHITE.

1. B. to Q. B. fifth
2. K. to K. Kt. fourth
3. K. to K. B. third
4. K. to K. Kt. third

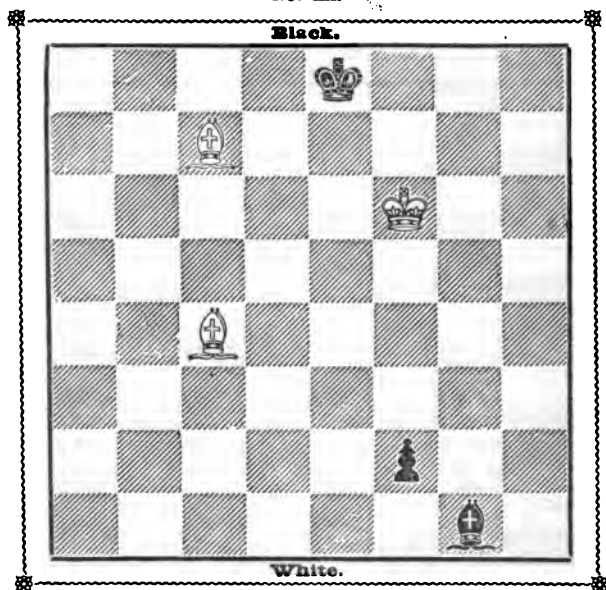
BLACK.

Moves all forced.

And Mates.

Were Black without a Pawn, mate could not be effected so easily.

NO. XX.



White to move and win.

WHITE.

1. B. to Q. Kt. fifth (check)
2. B. to Q. sixth (check)
3. B. to Q. B. fourth (check)
4. B. to K. B. square
5. B. to K. B. fourth (check)
6. K. to K. B. fifth
7. B. to Q. second
8. B. to K. third
9. B. to K. B. fourth

BLACK.

1. K. to K. B. square
2. K. to K. Kt. square
3. K. to K. R. second (best)
4. K. to K. R. third (best)
5. K. to K. R. fourth (best)
6. K. to K. R. fifth
7. K. to K. Kt. sixth (best) (a)
8. K. to K. B. sixth or R. fifth (or A)

And wins.

(A)

- 8.
9. K. to K. Kt. fourth
10. K. to K. B. third

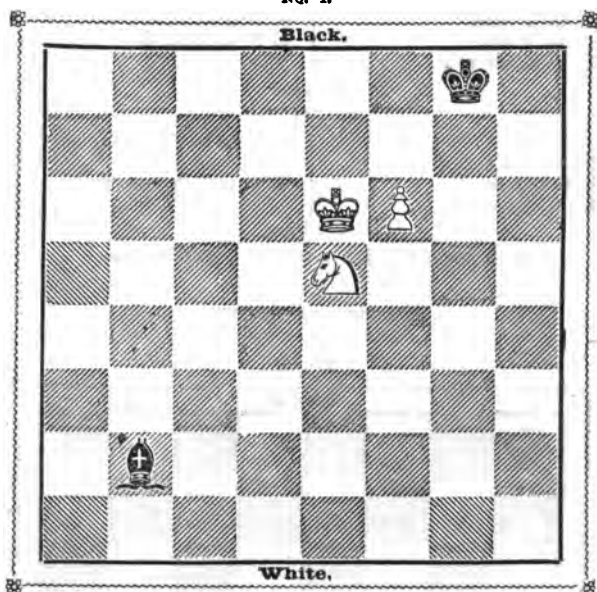
8. K. to K. R. seventh
9. K. to K. R. eighth

And Mates in two moves.

(a) Black cannot move his Bishop without losing it.

KNIGHTS, BISHOPS, AND PAWNS.

NO. I.



White has the move and wins.

WHITE.

1. K. to K. seventh
2. P. one
3. K. to K. eighth
4. Kt. to Q. B. fourth
5. Kt. to K. third
6. Kt. to Q. fifth
7. Kt. to K. seventh

BLACK.

1. K. to K. R. second (or A)
2. B. to Q. R. sixth (check)
3. K. to K. Kt. second (best)
4. B. to K. B. square (or B, C)
5. B. to Q. B. fourth
6. B. to K. B. square

And wins.

(A)

- 1.
2. K. to K. eighth
3. P. one (check)
4. Kt. to K. Kt. sixth
5. Kt. to K. seventh

1. B. to Q. R. sixth (check)
2. B. to K. B. square
3. K. to K. Kt. second
4. B. to Q. third

And wins.

(B)

- 4.
5. Kt. to K. third
6. Kt. to Q. fifth
7. Kt. to K. seventh

4. B. to Q. Kt. fifth
5. B. to Q. B. fourth
6. B. to Q. third

And wins.

(C)

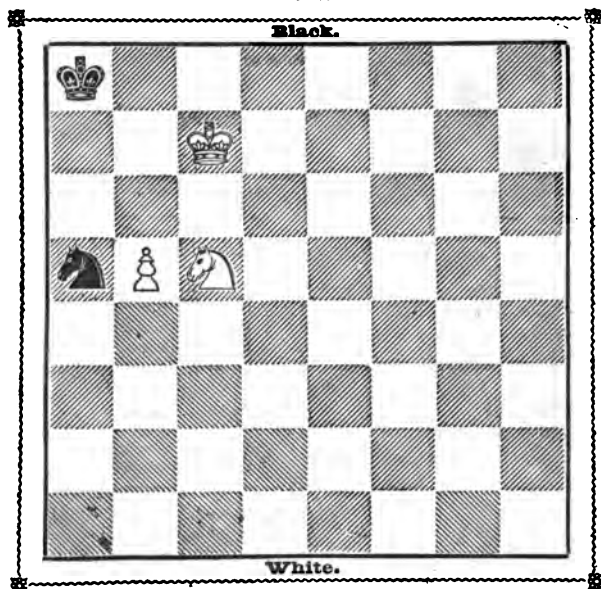
- 4.
5. Kt. to Q. Kt. sixth
6. K. to Q. fifth
7. Kt. to K. seventh

4. B. to Q. B. fourth
5. B. to Q. third
6. B. to K. B. square

And wins.

Positions of a similar nature are generally drawn

NO. II.



White to move and win.

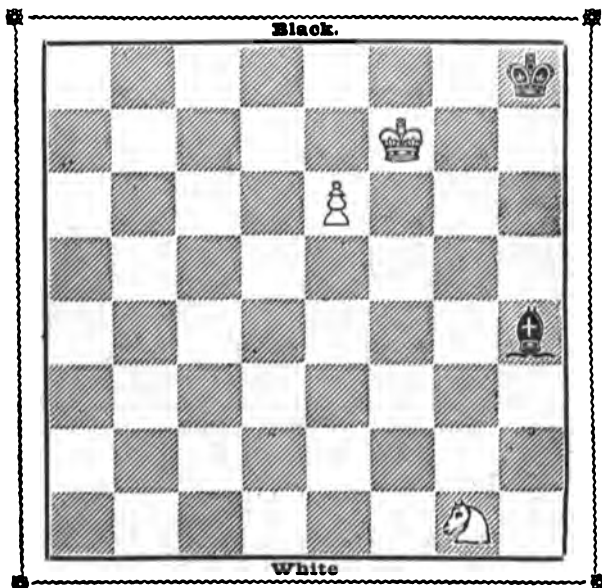
- WHITE.
1. P. one
 2. Kt. to Q. seventh
 3. Kt. to K. fifth
 4. K. to Q. B. eighth
 5. Kt. to Q. B. fourth
 6. K. to Q. B. seventh
 7. Kt. to K. third
 8. K. to Q. B. eighth
 9. Kt. to Q. fifth

- BLACK.
1. Kt. to Q. Kt. second
 2. Kt. to Q. B. fourth
 3. Kt. to K. third (check)
 4. Kt. to Q. B. fourth
 5. Kt. to Q. Kt. second
 6. Kt. to Q. B. fourth
 7. Kt. to K. third (check)
 8. Kt. to Q. B. fourth

And wins.

White wins in consequence of the confined position of Black King; but examples of this nature are usually drawn.

NO. III.



White to move and win.

- WHITE.
1. Kt. to K. B. third
 2. Kt. to K. fifth
 3. Kt. to K. Kt. fourth
 4. Kt. to B. sixth

- BLACK.
1. B. to Q. square
 2. B. to K. Kt. fourth (or A)
 3. B. to Q. square

And wins.

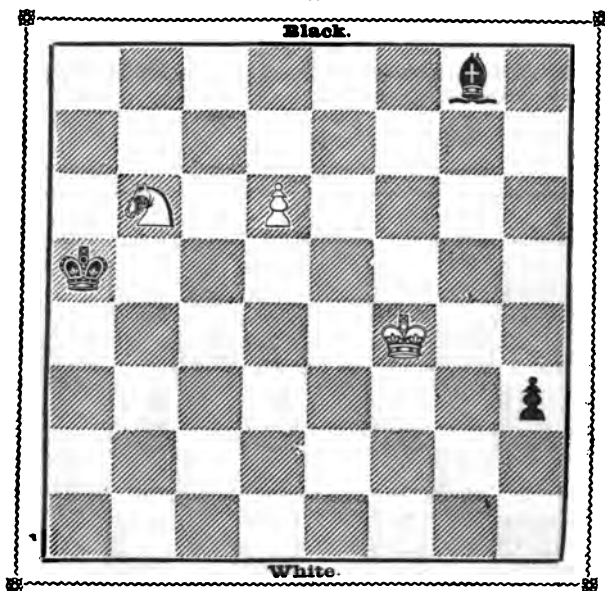
2.
3. Kt. to K. Kt. fourth

(A)
2. K. to K. R. second

And wins.

White having the move is enabled to attack the Bishop, and wins by play similar to that in No. 1.

NO. IV.



White to play and win.

WHITE.

1. P. one
2. P. Queens
3. Kt. to Q. fifth (dis. check)
4. Q. to Q. Kt. sixth (check)
5. Q. to Q. Kt. fourth (check)
6. Q. to Q. B. third (check)
7. Q. to Q. B. second (check)
8. Q. to Q. square (check)
9. Kt. to K. third (check)
10. Q. to K. second (check)
11. Q. to K. square (check)
12. Q. to K. Kt. third

BLACK.

1. P. one
2. P. Queens
3. K. to Q. Kt. fourth (or A)
4. K. to Q. B. fifth
5. K. to Q. sixth (best)
6. K. to K. seventh
7. K. to K. B. eighth
8. K. to K. Kt. seventh
9. K. to K. R. seventh
10. K. to K. Kt. eighth
11. K. to K. R. seventh

Mate.

(A)

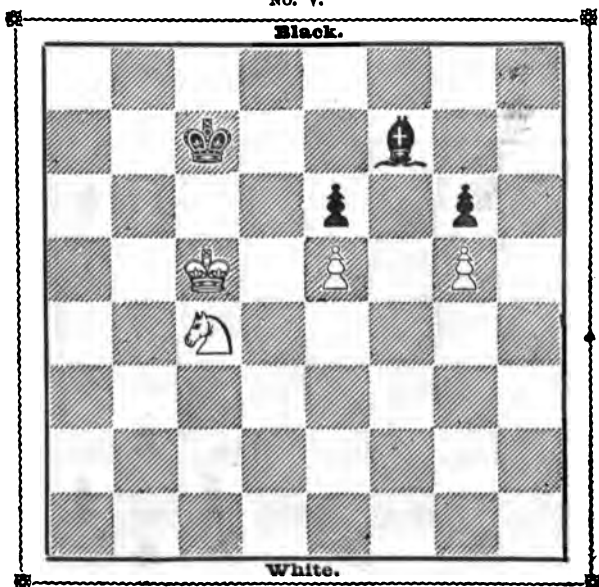
- | | |
|---------------------------------|------------------------------|
| 3. | 3. K. to Q. R. fifth |
| 4. Q. to Q. R. eighth (check) | 4. K. to Q. Kt. sixth (best) |
| 5. Q. to Q. Kt. seventh (check) | 5. K. to Q. R. sixth (best) |
| 6. Q. to Q. Kt. fourth (check) | 6. K. to Q. R. seventh |
| 7. Kt. to Q. B. third (check) | 7. K. to Q. R. eighth |
| 8. Q. to Q. R. third (check) | 8. B. interposes |
| 9. Q. takes B. | |

Mate.

This is a useful example for the student; as towards the conclusion of a game the victory has frequently to be decided with similar forces. The example also shows how much stronger than the Bishop, is the Knight in certain cases, in combination with the Queen.

NO. V.

Black.



White to move and win

WHITE.

1. Kt. to Q. sixth
2. Kt. to Q. Kt. fifth (check)
3. K. to Q. Kt. sixth
4. Kt. to Q. sixth

BLACK.

1. B. to K. Kt. square
2. K. to Q. second (best)
3. B. to K. B. second (best)
4. B. to K. Kt. square

5. K. to Q. Kt. seventh
6. K. to Q. B. sixth
7. K. to Q. B. seventh
8. Kt. to Q. B. eighth (check)
9. K. to Q. sixth
10. Kt. to K. seventh
11. Kt. to Q. B. sixth
12. Kt. to Q. fourth

5. K. to Q. square (or A)
6. K. to K. second
7. B. to K. R. second
8. K. to K. square
9. B. to K. Kt. square
10. B. to K. B. second
11. B. to K. Kt. square

And wins.

(A)

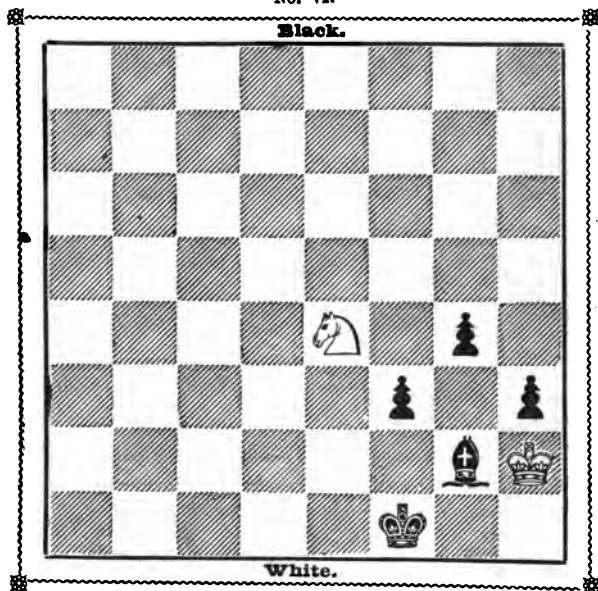
- 5.
6. Kt. to K. B. seventh
7. Kt. to K. R. sixth
8. K. to Q. Kt. sixth
9. K. to Q. B. sixth
10. K. to Q. B. seventh
11. K. to Q. sixth

5. B. to K. R. second
6. B. to K. Kt. square
7. B. to K. R. second
8. K. to Q. square
9. K. to K. second
10. K. to K. square

And wins.

White by attacking Bishop on his first move with Knight, reduces Black Bishop to two squares, and then, by advancing his King, wins.

NO. VI.



White draws the game.

- WHITE.
1. Kt. to K. B. second
2. K. takes P.
3. K. takes P.

- BLACK.
1. P. one (check) (or A)
2. P. to K. R. seventh (or B)

And draws:

(A)

1.
2. Kt. takes P. on K. Kt. fifth (a)

And draws.

(B)

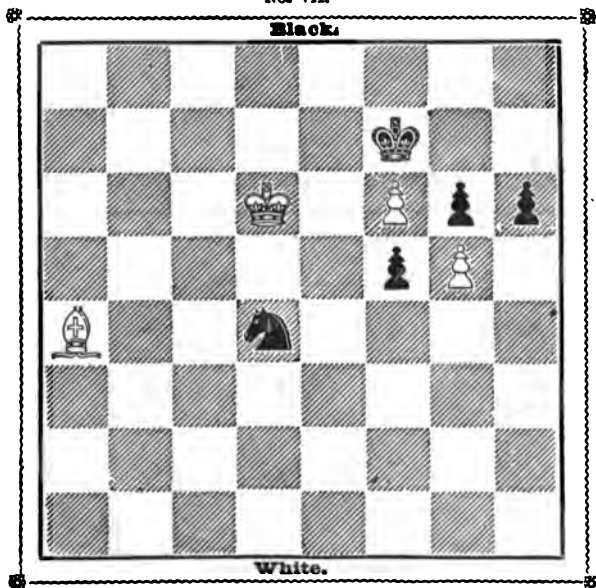
2.
3. Kt. takes P. (check)

And draws.

(a) Had White in variation B taken the Bishop with either King or Knight, he would have lost.

This position at the first glance is likely to deceive even the veteran chess player.

NO. VII.



White to move and win.

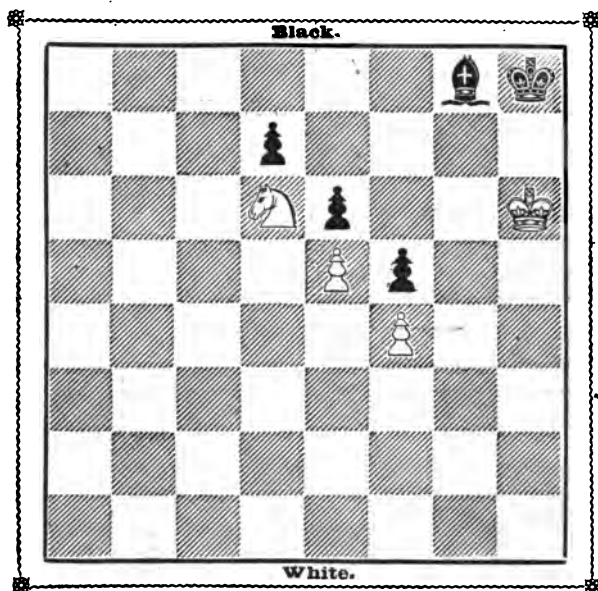
- WHITE.
1. B. to K. eighth (check)
2 P. takes P.

- BLACK.
1. K. takes B.

And wins.

White, by the sacrifice of his Bishop, gains a move, and so wins.

NO. VIII.



White to move and win.

WHITE.

1. K. to K. Kt. sixth
2. K. to K. B. seventh
3. K. to K. B. eighth
4. Kt. to K. B. seventh

BLACK.

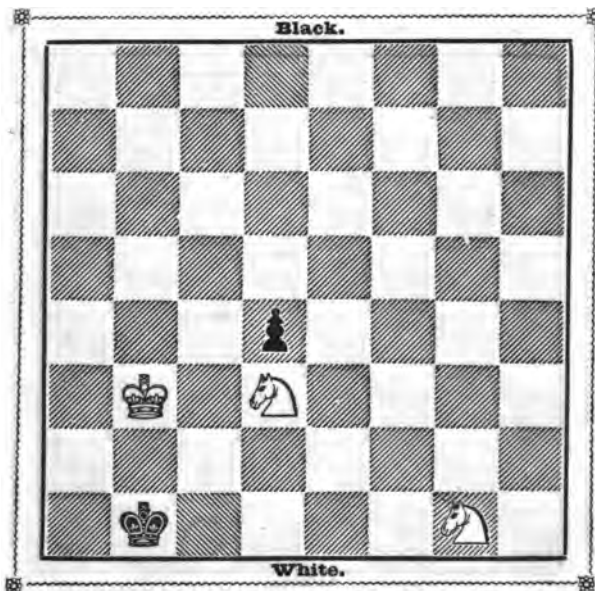
1. B. to K. R. second (check)
2. B. to K. Kt. square (check)
3. K. to K. R. second

And wins.

This example is somewhat similar to No. 5, in which Black loses in consequence of the confined quarters of his Bishop.

CHess STUDIES.

NO. IX.



White to move and win.

WHITE.

1. Kt. to K. B. third
2. Kt. at K. B. third to K. fifth
3. Kt. to Q. B. fourth
4. K. to Q. B. second
5. Kt. to Q. Kt. fourth (check)
6. Kt. to Q. R. third
7. K. to Q. Kt. third
8. Kt. at Q. Kt. fourth to Q. B. second

Check and mates.

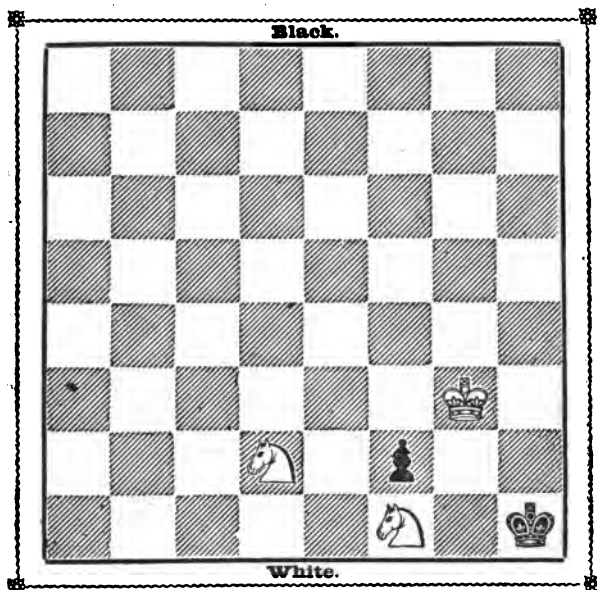
BLACK.

Moves all forced.

Two Knights cannot win unless the adversary have a Pawn, or sometimes two, and even against more Pawns the Knights may win.

CHess STUDIES.

NO. X.



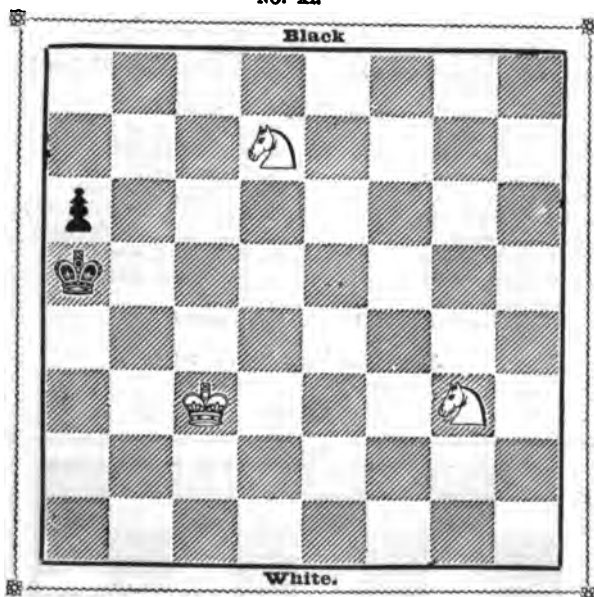
White to move and win:

- | WHITE. | BLACK. |
|-------------------------------------|-------------------|
| 1. Kt. to Q. B. fourth | Moves all forced. |
| 2. Kt. at Q. B. fourth to K. third | |
| 3. K. to K. Kt. fourth | |
| 4. K. to K. R. third | |
| 5. Kt. to Q. B. fourth | |
| 6. Kt. at Q. B. fourth to Q. second | |
| 7. Kt. to K. Kt. third (check) | |
| 8. Kt. to K. B. third | |

And mates.

Similar in character to Nos. 9, 11, 12, and 13.

NO. XL



White to move and win.

WHITE.

1. Kt. to K. second
2. Kt. to Q. fourth (check)
3. Kt. to Q. Kt. sixth (check)
4. Kt. to Q. fifth
5. K. to Q. Kt. second
6. K. to Q. B. second
7. K. to Q. B. third
8. K. to Q. B. fourth
9. Kt. to Q. B. sixth
10. K. to Q. B. third
11. Kt. to Q. B. seventh
12. Kt. to K. fifth
13. Kt. to Q. B. fourth
14. K. to Q. second
15. Kt. to Q. Kt. fifth
16. Kt. to Q. B. third (check)
17. K. to Q. B. second
18. Kt. Mates in two moves.

BLACK.

1. K. to Q. Kt. fourth
2. K. to Q. R. fifth (or A)
3. K. to Q. R. fourth (best)
4. K. moves
5. K. moves (best)
6. K. moves
7. K. to Q. R. fourth (best)
8. K. moves
9. K. moves
10. K. to Q. R. fifth
11. K. to Q. R. sixth
12. K. to Q. R. seventh (best)
13. K. to Q. Kt. eighth (best)
14. P. one
15. P. one
16. K. moves
17. P. one

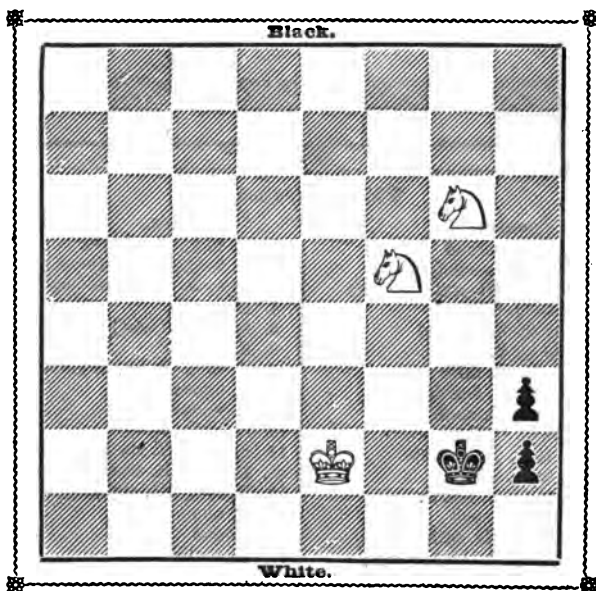
(A)

- 2.
3. K. to Q. B. fourth
4. Kt. to Q. Kt. sixth (check)
5. Kt. to Q. fifth
6. Kt. to Q. B. sixth
7. K. to K. B. third
8. K. to K. B. second
9. Kt. to Q. Kt. sixth
10. K. to Q. B. third
11. Kt. to Q. R. fourth
12. K. to Q. second
13. K. to Q. B. square
14. K. to Q. B. second
15. Kt. to Q. B. third
16. Kt. to Q. Kt. fifth (check)

2. K. to Q. R. fourth
3. K. moves
4. K. to Q. R. fourth (best)
5. K. moves
6. K. moves (best)
7. K. to Q. R. seventh
8. K. to Q. R. sixth
9. P. one (best)
10. K. to Q. R. seventh
11. K. to Q. Kt. eighth (best)
12. K. to Q. R. eighth (best)
13. K. to Q. R. seventh
14. K. to Q. R. sixth (best)
15. P. one
16. K. moves

And White Mates in three moves.

NO. XII.



White to move and win.

WHITE.

1. Kt. at Kt. sixth to K. R. fourth (ch)
2. Kt. to K. B. third (check)
3. Kt. takes R. P.
4. K. to B. square
5. K. to B. second
6. Kt. to K. third
7. Kt. to B. square

BLACK.

1. K. to Kt. eighth (best)
2. K. to R. eighth (best)
3. K. takes Kt. (or A)
4. K. moves
5. K. moves (best)
6. K. moves

And Mates next move.

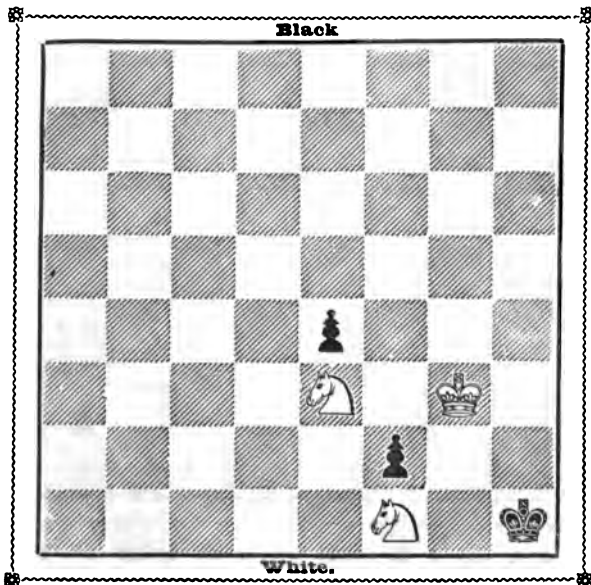
(A.)

- 3.
4. K. to K. square
5. Kt. to K. third
6. K. to B. square
7. K. to B. second
8. Kt. to B. square

3. K. to Kt. seventh
4. K. to Kt. eighth
5. K. to R. eighth (best)
6. K. takes Kt.
7. K. moves

And Mates next move.

NO. XII.



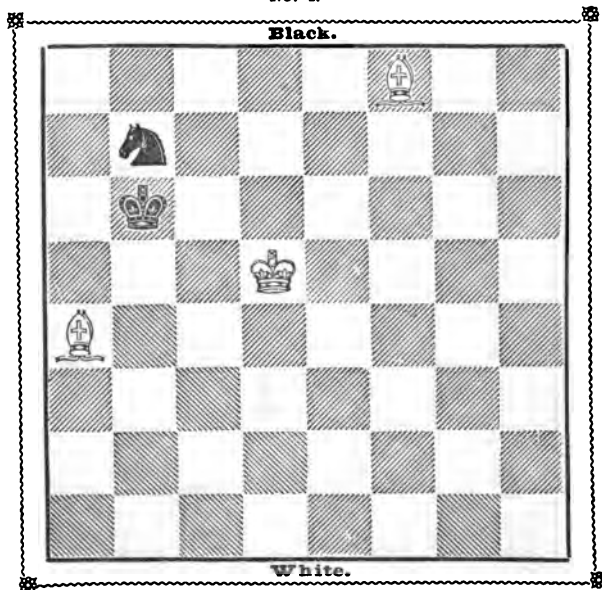
White to move and win.

- WHITE.
1. K. to K. Kt. fourth
 2. K. to K. R. third
 3. Kt. to K. Kt. third (check)
 4. Kt. to K. second (check)
 5. Kt. to K. B. square
 - 6 Kt. mates.

BLACK.
Moves all forced.

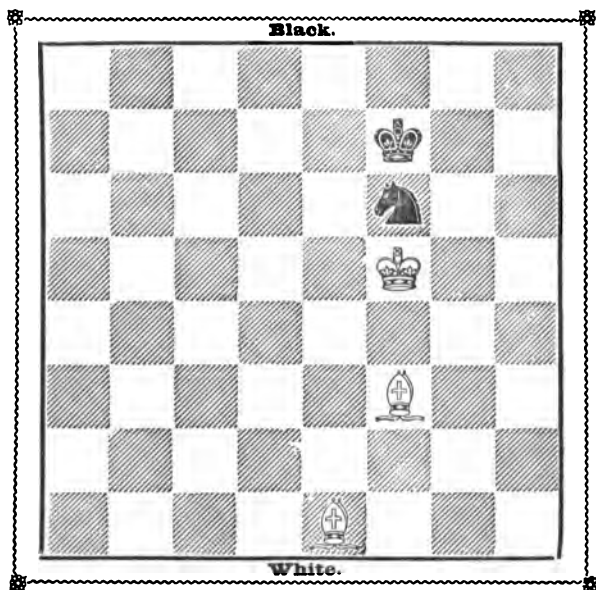
**TWO MINOR PIECES AGAINST ONE MINOR PIECE,
WITH AND WITHOUT PAWNS.**

NO. I.



Kt. and B. against B. cannot win, if the weaker party can obtain a position similar to the above, but they win in most cases. For example, see diagram No. 2.

NO. II.



White to move and win.

WHITE.

1. B. to Q. Kt. fourth
2. B. to Q. fifth (check)
3. K. to Kt. fifth
4. B. to K. B. eighth
5. B. to K. fourth

BLACK.

1. Kt. to Kt. square (or A, B)
2. K. to Kt. second
3. K. to R. second (best)
4. K. to R. square

And wins.

(A)

- 1.
2. B. to Q. B. third
3. B. to R. fifth (check)
4. K. to Kt. sixth
5. B. to K. Kt. fourth
6. K. to B. sixth
7. K. to K. seventh
8. B. to B. fifth
9. K. to B. sixth

1. Kt. to R. second
2. K. to K. square (or C)
3. K. to B. square (best)
4. K. to Kt. square
5. Kt. to B. square (check)
6. Kt. to R. second (check)
7. Kt. to Kt. fourth
8. Kt. to B. sixth

And wins the Knight in a few moves.

- (B)
- | | |
|----------------------------|-------------------------------|
| 1. | 1. Kt. to Q. second |
| 2. B. to Q. fifth (check) | 2. K. to Kt. second (or D) |
| 3. B. to Q. B. fourth | 3. Kt. to B. square (best) |
| 4. B. to B. third (check) | 4. K. to R. third |
| 5. B. to B. seventh | 5. Kt. to R. second |
| 6. B. to K. eighth | 6. Kt. to B. square |
| 7. B. to Kt. second | 7. Kt. to R. second |
| 8. B. to Q. fourth | 8. Kt. to B. square |
| 9. K. to B. sixth | 9. Kt. to R. second (check) |
| 10. K. to B. seventh | 10. Kt. to Kt. fourth (check) |
| 11. K. to Kt. eighth | 11. Kt. to B. sixth |
| 12. B. to K. third (check) | 12. Kt. to Kt. fourth |
| 13. K. to B. eighth | |

And wins.

- (C)
- | | |
|------------------------------|----------------------------|
| 2. | 2. Kt. to K. B. square |
| 3. B. to K. R. fifth (check) | 3. K. to Kt. square (best) |
| 4. B. to K. eighth | 4. K. to R. second (or E) |
| 5. K. to B. sixth | 5. K. to R. third |
| 6. B. to Q. second (check) | 6. K. to R. second |
| 7. B. to Q. Kt. fourth | 7. K. to Kt. square |
| 8. B. to B. seventh | |

And wins Knight.

- (D)
- | | |
|---------------------------|------------------------------|
| 2. | 2. K. to K. square |
| 3. B. to B. sixth | 3. K. to Q. square |
| 4. K. to K. sixth | 4. Kt. to Kt. square |
| 5. B. to R. fifth (check) | 5. K. to B. square |
| 6. B. to K. B. third | 6. Kt. to R. third (best) |
| 7. K. to Q. sixth | 7. Kt. to Kt. square (or F) |
| 8. B. to Kt. second | 8. Kt. to R. third |
| 9. K. to Q. B. sixth | 9. Kt. to Kt. square (check) |
| 10. K. to Kt. sixth | 10. Kt. to Q. second |
| 11. K. to R. seventh | |

And wins.

- (E)
- | | |
|---------------------|---------------------|
| 4. | 4. Kt. to R. second |
| 5. K. to Kt. sixth | 5. K. to B. square |
| 6. B. to B. seventh | |

And wins.

- (F)
- | | |
|----------------------------|-------------------------------------|
| 7. | 7. K. to Kt. square |
| 8. K. to B. sixth | 8. K. to R. second (best) |
| 9. B. to Kt. sixth (check) | 9. K. to Kt. square (best) |
| 10. B. to K. fourth | 10. Kt. to Kt. fifth (check) (or G) |
| 11. K. to Kt. fifth | 11. Kt. to R. seventh |
| 12. K. to B. fourth | 12. Kt. to B. eighth |
| 13. B. to B. third | 13. Kt. to R. seventh |
| 14. B. to K. third | |

And wins Knight.

10.
11. B. to Q. R. fifth
12. K. to Kt. sixth
13. K. to R. seventh

- (G)
10. K. to B. square
11. Kt. to Kt. square (or H)
12. Kt. to Q. second (check) (best)

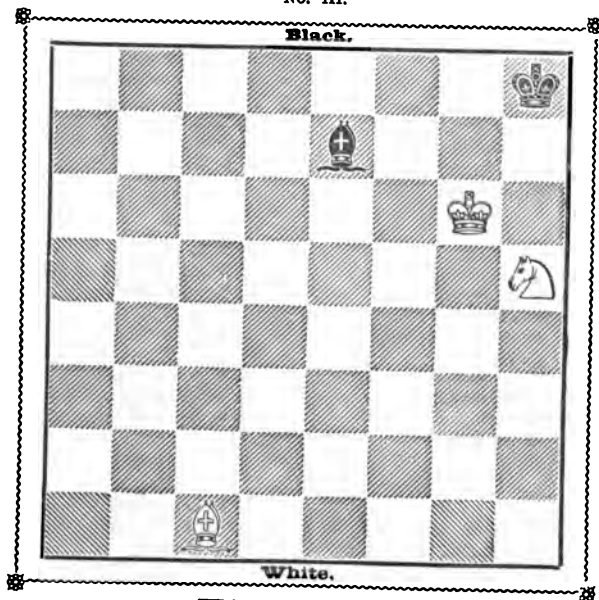
And wins.

11.
12. B. to Q. third

- (H)
11. K. to Kt. square

And wins.

NO. III.



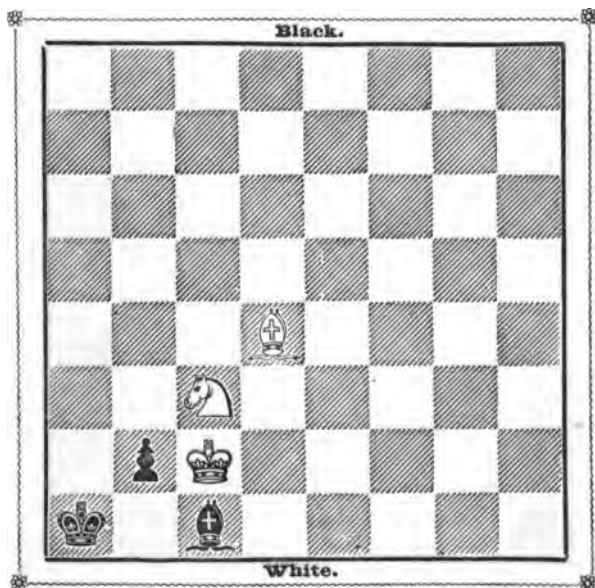
White to move and win.

- WHITE.
1. B. to Q. Kt. second (check)
2. B. to K. Kt. seventh
3. Kt. to K. B. fourth
4. Kt. to Q. fifth
5. B. to Q. B. third

- BLACK.
1. K. to Kt. square
2. B. to K. R. fifth (best)
3. B. to K. second
4. B. to K. Kt. fourth (best)
5. B. to Q. B. eighth (or A. B)

WHITE.	BLACK.
6. Kt. to K. B. sixth (check)	6. K. to K. R. square
7. Kt. to K. fourth (dis-check)	7. K. to K. Kt. square
8. B. to K. Kt. seventh	8. B. to K. Kt. fourth
9. Kt. to Q. sixth	8. B. to K. second
10. Kt. to K. B. fifth	
And wins.	
(A)	
6. B. to Q. Kt. fourth	5. B. to Q. square
7. Kt. to K. third	6. K. to K. R. square (or C)
8. B. to Q. B. third (check)	7. B. to Q. B. second
9. B. to K. Kt. seventh	8. K. to K. Kt. square
10. Kt. to K. B. fifth	9. B. to K. B. fifth
And wins.	
(B)	
6. B. to Q. Kt. fourth	5. B. to K. R. fifth
7. Kt. to K. third	6. B. to Q. square (best)
8. Kt. to K. Kt. fourth	7. B. to Q. B. second
9. B. to Q. R. third	8. B. to K. B. fifth (best)
10. B. to Q. Kt. second (check)	9. K. to K. R. square (or D)
11. Kt. to K. B. sixth (check)	10. K. to K. Kt. square
And wins.	
(C)	
7. Kt. to K. third	6. B. to K. R. fifth
8. Kt. to K. Kt. fourth	7. B. to K. Kt. sixth (best)
9. B. to Q. R. third	8. B. to K. B. fifth
10. Kt. to K. B. sixth (check)	9. B. to Q. seventh
11. Kt. to K. fourth	10. K. to K. R. square
12. B. to Q. Kt. second (check)	11. B. to Q. R. fourth
13. B. to K. Kt. seventh	12. K. to K. Kt. square
14. Kt. to Q. sixth	13. B. to Q. square
14. Kt. to K. B. fifth	14. B. to K. R. fifth
And wins.	
(D)	
10. Kt. to K. B. sixth (check)	9. B. to Q. seventh
11. Kt. to K. fourth	10. K. to K. R. square
12. B. to Q. Kt. second (check)	11. B. to K. sixth
13. Kt. to K. B. sixth (check)	12. K. to K. Kt. square
And wins Bishop.	

NO. IV.



White to move and win.

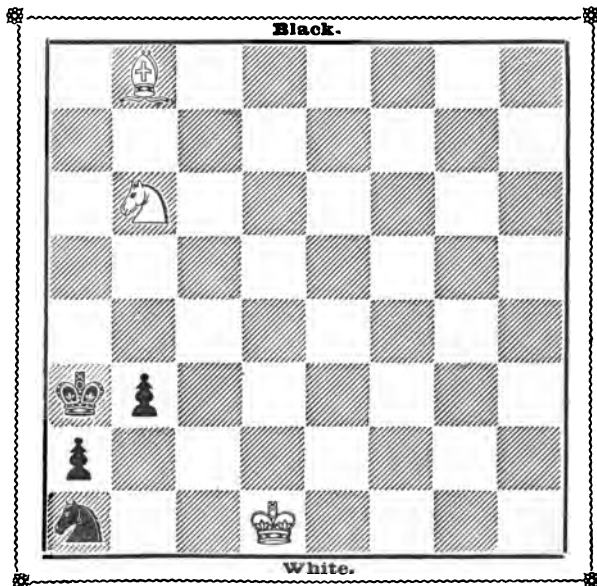
- | WHITE. | BLACK. |
|-------------------------------|------------------------------|
| 1. B. to K. Kt. seventh | 1. B. to Q. seventh |
| 2. Kt. to Q. Kt. fifth | 2. B. to Q. B. eighth (or A) |
| 3. K. to Q. Kt. third | 3. K. to Q. Kt. eighth |
| 4. Kt. to Q. R. third (check) | |

And Mates in two moves.

- | | |
|----------------|------------------------|
| 2. | (A) |
| 3. B. takes P. | 2. K. to Q. R. seventh |

And wins by play similar to that in the preceding example.

NO. V.



White to move and win.

WHITE.

1. B. to Q. sixth (check)
2. B. to K. fifth (check)
3. B. takes Kt.

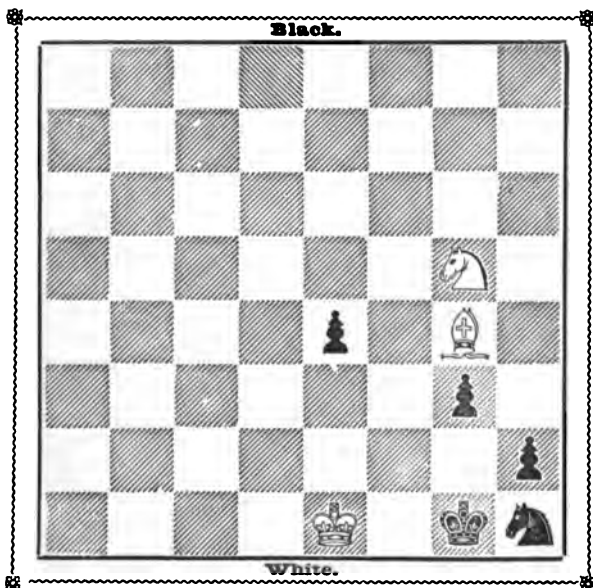
BLACK.

1. K. to Kt. seventh
2. K. to R. sixth (best)

And wins.

NO. VI.

Black.



White to move and win.

WHITE.

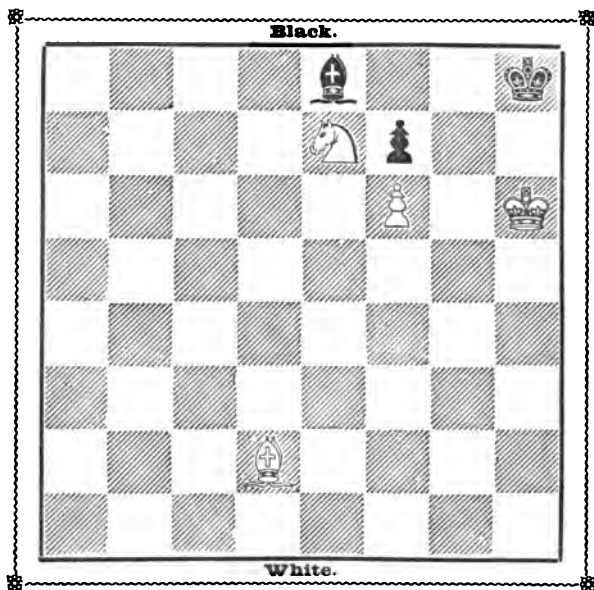
1. Kt. to K. R. third (check)
2. Kt. to K. B. fourth (check)
3. B. to K. R. third
4. Kt. to K. second (check)
5. K to K. B. square

BLACK.

1. K. moves
2. K. moves
3. Kt. to K. B. seventh
4. K. to R. eighth

And wins.

NO. VII.



White to move and win.

WHITE.

1. K. to K. Kt. fifth
2. K. to K. B. fifth
3. K. to K. fifth
4. K. to Q. sixth
5. K. to Q. B. seventh
6. K. to Q. eighth
7. Kt. to Q. B. eighth
8. K. to K. seventh
9. Kt. to Q. sixth
10. B. to Q. B. third
11. B. to Q. R. square
12. Kt. to K. B. fifth
13. K. to K. B. eighth
14. Kt. to Q. sixth
15. B. to Q. Kt. second
16. Kt. to Q. B. eighth
17. Kt. to K. seventh (check)

BLACK.

1. K. to R. second
2. B. to Q. second (check)
3. B. to Q. R. fifth
4. B. to Q. Kt. fourth
5. K. to K. R. square
6. B. to Q. R. fifth
7. K. to K. Kt. square
8. B. to Q. Kt. sixth
9. B. to Q. R. seventh
10. B. to K. third
11. B. to Q. R. seventh
12. K. to K. R. second (best)
13. B. to K. third
14. K. to K. Kt. third
15. B. to Q. Kt. sixth
16. B. to K. third (or A)
17. K. to K. R. second (best)

- | | |
|--------------------------------|-------------------------------|
| 18. Kt. to Q. B. sixth | 18. K. to K. Kt. third (best) |
| 19. K. to K. Kt. eighth | 19. B. to Q. R. seventh |
| 20. Kt. to K. seventh (check) | 20. K. to K. R. third |
| 21. B. to Q. B. square (check) | 21. K. to K. R. fourth |
| 22. K. to K. Kt. seventh | 22. B. to Q. Kt. sixth |
| 23. Kt. to K. Kt. eighth | 23. B. to Q. R. seventh |
| 24. Kt. to K. R. sixth | 24. B. to Q. Kt. sixth |
| 25. Kt. takes P. | |

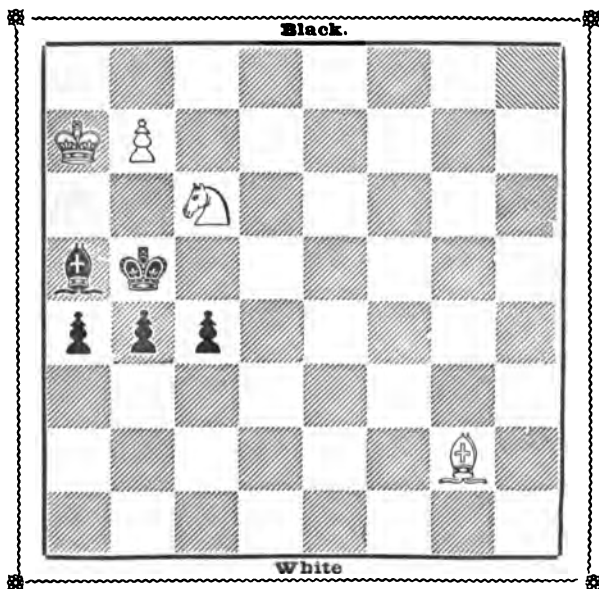
And wins.

(A)

- | | |
|--------------------------|------------------------|
| 16. | 16. K. to K. B. fourth |
| 17. K. to K. Kt. seventh | 17. K. to K. third |
| 18. B. to Q. R. third | 18. K. to Q. second |
| 19. Kt. to Q. sixth | |

And wins by taking the Pawn.

NO. VIII.

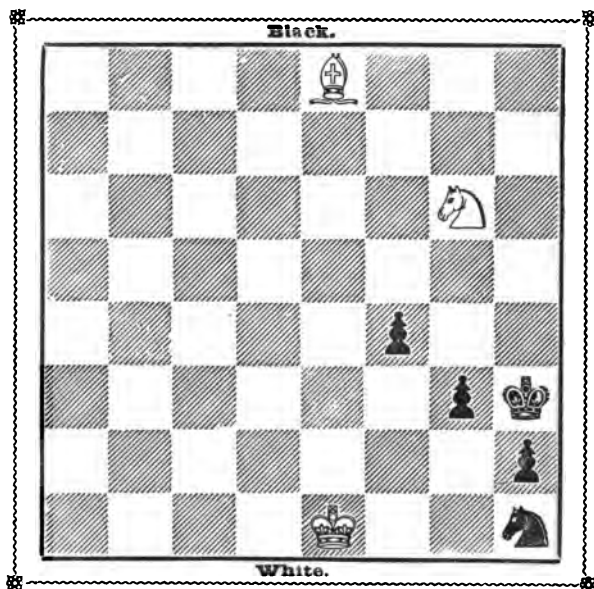


White to move and win.

- | | |
|---------------------|-----------------|
| 1. Kt. takes B. | 1. K. takes Kt. |
| 2. P. one (check) | 2. K. moves |
| 3. K. to Kt. second | |

And wins.

NO. IX.



White moves and can but draw.

WHITE.

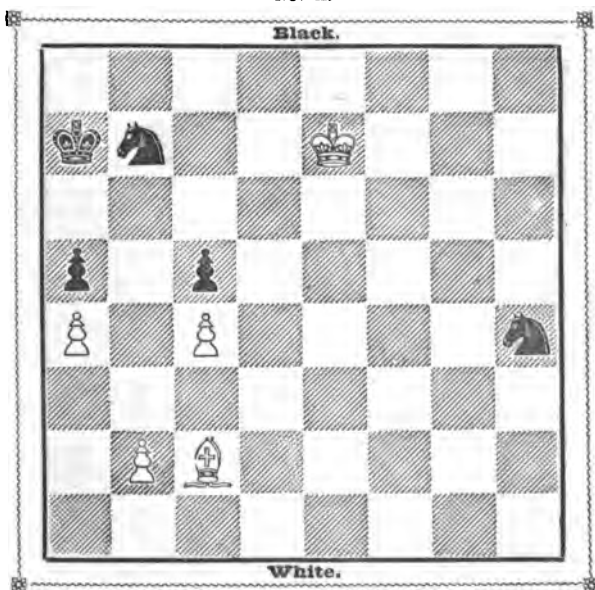
1. B. to Q. seventh (check)
2. B. to Q. B. sixth (check)
3. B. takes Kt.
4. B. takes P.

BLACK.

1. K. moves.
2. K. to R. sixth (best)
3. P. to K. B. sixth
4. Kt. P. one

And draws.

NO. X.



White to move and win.

WHITE.

1. B. to K. fourth
2. K. to Q. seventh
3. P. one
4. K. to Q. B. seventh
5. B. takes Kt.
6. B. to Q. B. eighth
7. B. to K. R. third
8. B. to K. Kt fourth
9. B. to Q. B. eighth
10. K. to Q. B. sixth
11. B. to K. Kt. fourth
12. B. to Q. square

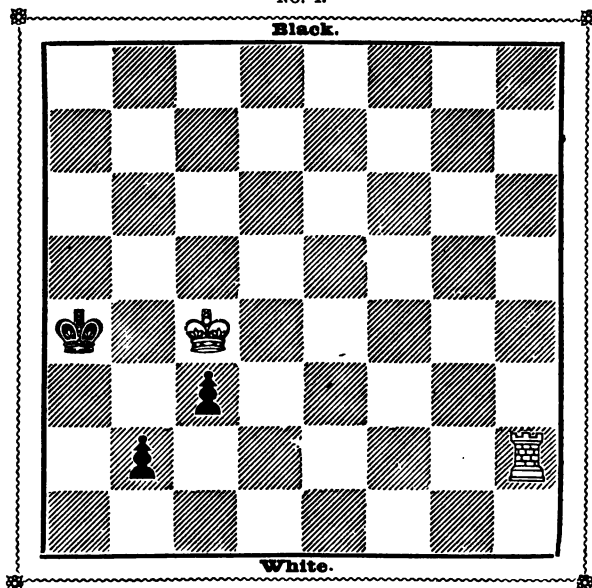
BLACK.

1. K. to Q. R. third
2. K. to Q. Kt. third
3. K. to Q. R. third (best)
4. K. to Q. R. second
5. Kt. to K. B. fourth (best)
6. Kt. to Q. fifth
7. K. to Q. R. third
8. K. to Q. R. second
9. Kt. takes P.
10. K. to Q. Kt. square
11. K. to Q. R. second

And gains the two Pawns, and consequently the game.

ROOK AGAINST PAWNS.

NO. I.



White to move and win

WHITE.

1. R. to K. R. eighth
2. K. takes P.
3. K. to Q. Kt. second
4. R. to K. R. fourth
5. K. to Q. B. third
6. K. to Q. B. second
7. K. to Q. Kt. third
8. R. to K. R. second

- 4.
5. R. to K. B. fourth
6. K. to Q. B. third
7. R. to K. fourth
8. K. to Q. second

BLACK.

1. K. to Q. R. fourth
2. P. becomes a Kt. (check)
3. Kt. to Q. seventh
4. K. to Q. Kt. fourth (or A, B)
5. Kt. to Q. Kt. square (check) (or C)
6. Kt. to Q. R. sixth (check)
7. Kt. to Q. Kt. square

And wins.

(A)

4. Kt. to K. B. sixth
5. Kt. to K. eighth (best)
6. Kt. to K. Kt. seventh
7. K. to Q. Kt. fourth

And wins.

- 4.
5. K. to Q. B. third
6. R. to K. Kt. fourth
7. K. to Q. third
8. R. to K. Kt. third
9. R. to K. Kt. second

(B)

4. Kt. to K. B. eighth
5. Kt. to K. Kt. sixth (best)
6. Kt. to K. B. eighth
7. Kt. to K. R. seventh
8. Kt. to K. B. eighth

And wins.

(C)

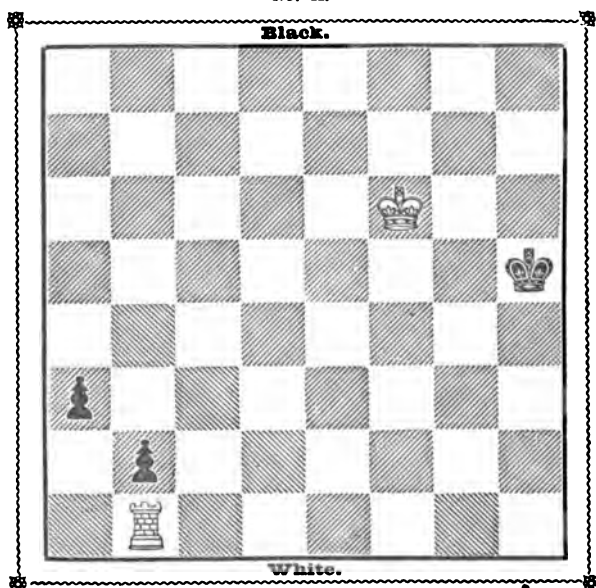
- 5.
6. R. to K. R. third
7. R. to K. third

5. Kt. to K. B. sixth
6. Kt. to K. Kt. eighth

And wins.

White, by playing Rook to K. R. eighth, and afterwards taking Bishop's Pawn, compels Black to Knight his Pawn, and the position then becomes one of interest and instruction.

NO. II.



White to move and draw.

WHITE.

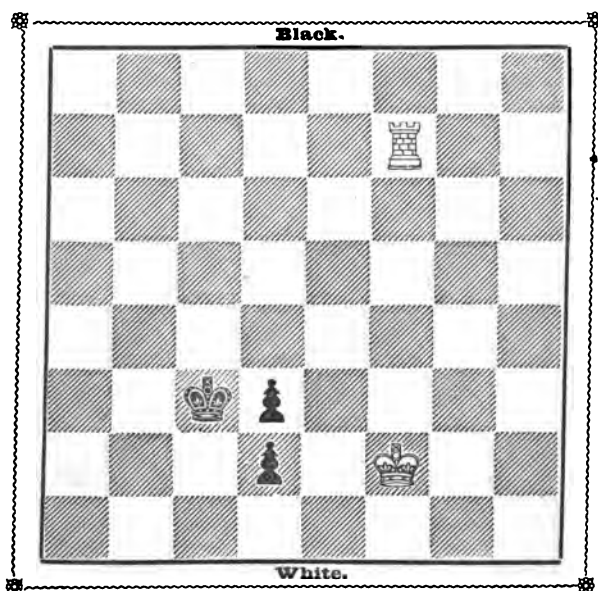
1. K. to K. B. fifth
2. K. to K. B. fourth
3. K. to K. B. third
4. K. to K. third
5. R. to K. Kt. square (check)
6. R. to Q. Kt. square

BLACK.

1. K. to K. R. fifth
2. K. to K. R. sixth
3. K. to K. R. seventh
4. K. to K. Kt. sixth
5. K. to K. R. seventh

And draws.

NO. III.



White to move and draw.

WHITE.

1. R. to Q. B. seventh (check)
2. R. to Q. seventh (check)
3. R. to K. seventh (check)
4. R. to K. square

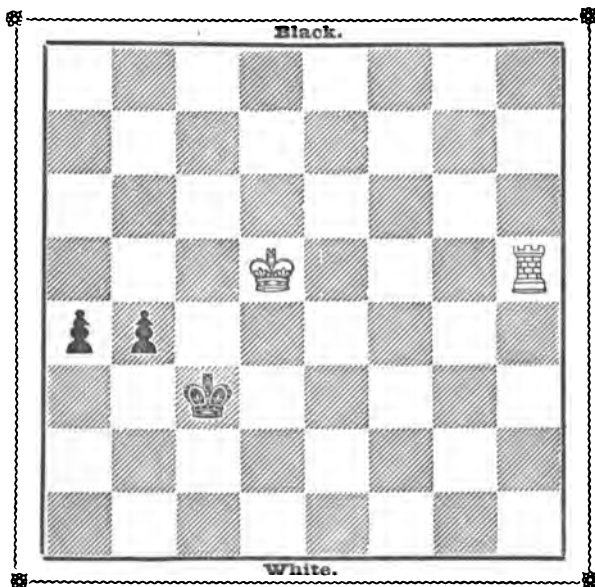
BLACK.

1. K. to Q. fifth
2. K. to K. fifth
3. K. to K. B. fourth (a)

And draws

(a) Had Black King played to K. B. fifth, White Rook, would have checked again at K. B. seventh, and were Black to move on to the Kt.'s file he would lose.

NO. IV.



White to move and win.

WHITE.

1. R. to K. R. third (check)
2. K. to Q. B. fourth
3. R. to K. R. second (check)
4. K. to Q. B. third
5. R. to K. Kt. second
6. R. to K. Kt. fourth
7. R. takes P. (check)
8. K. to Q. Kt. third
9. R. to Q. B. fourth (check)
10. R. to Q. B. fifth
11. R. to Q. R. fifth (check)
12. R. to Q. R. second

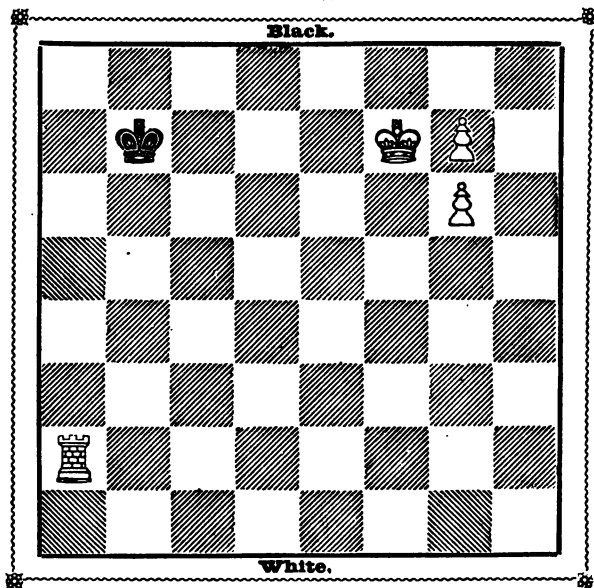
BLACK.

1. K. to Q. B. seventh (best)
2. Kt. P. to Q. Kt. sixth (best)
3. K. to Q. B. eighth (best)
4. K. to Q. Kt. eighth
5. K. to Q. R. eighth
6. Kt. P. to Q. Kt. seventh (best)
7. K. to Q. Kt. eighth
8. K. to Q. B. eighth
9. K. to Q. Kt. eighth
10. K. to Q. R. eighth
11. K. to Q. Kt. eighth

And wins.

This example is an illustration of the difficulty of playing against two united Pawns so far advanced.

NO. V.



White wins, notwithstanding that Black has the move.

WHITE.

- 1.
2. K. to K. sixth
3. K. to K. B. fifth
4. K. to K. fourth
5. K. to K. B. fourth
6. K. to K. Kt. fifth
7. K. to K. R. sixth
8. K. to K. R. seventh

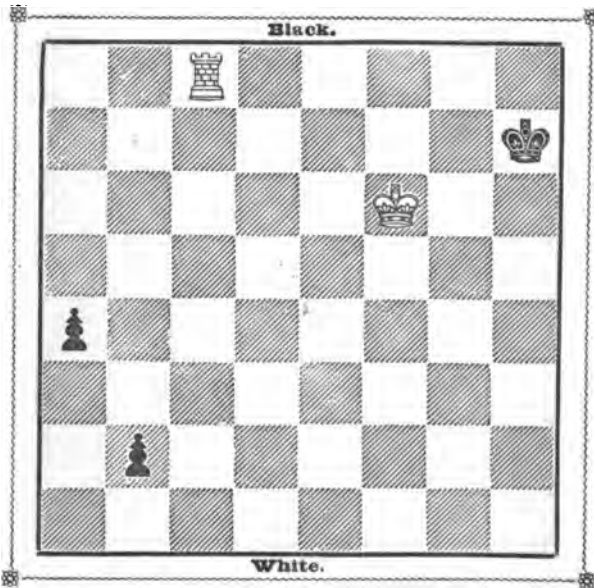
BLACK.

1. R. to K. B. seventh (check)
2. R. to K. seventh (check)
3. R. to K. B. seventh (check)
4. R. to K. seventh (check)
5. R. to K. square (best)
6. K. to Q. B. second
7. K. to Q. second

And wins.

Had Rook stood on Q. R. second, or on any of the Royal adverse squares, the game would have been drawn; but place the Rook in any other position and Black must lose.

NO. VI.



White to move and draw.

WHITE.

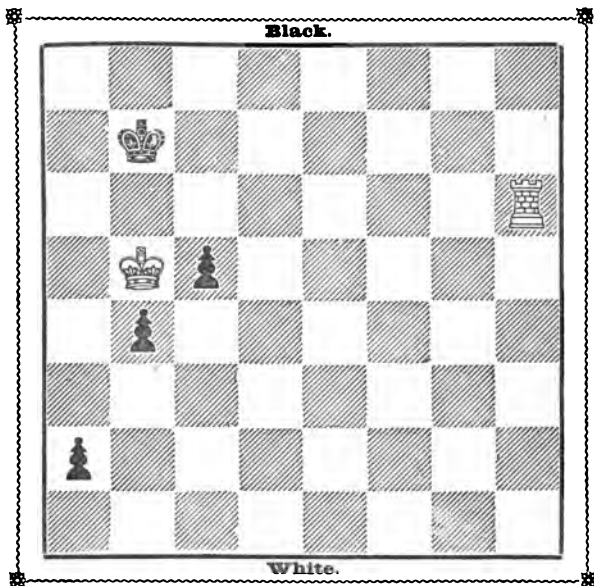
1. R. to Q. Kt. eighth
2. R. to Q. Kt. seventh (check)
3. R. to Q. Kt. eighth
4. K. to K. B. fifth
5. K. to K. B. fourth
6. K. to K. B. third
7. K. to K. B. second
8. K. to K. B. third

BLACK.

1. P. to Q. R. sixth
2. K. to K. R. third
3. K. to K. R. fourth
4. K. to K. R. fifth
5. K. to K. R. sixth
6. K. to K. R. seventh
7. K. to K. R. sixth

And draws.

NO. VII.



White to move and draw.

WHITE.

1. R. to K. R. seventh (check)
2. R. to K. R. square
3. K. to Q. Kt. sixth
4. K. to Q. B. sixth
5. K. to Q. sixth
6. K. to K. sixth
7. K. to K. B. sixth
8. R. to K. Kt. square (check)
9. R. to K. R. square

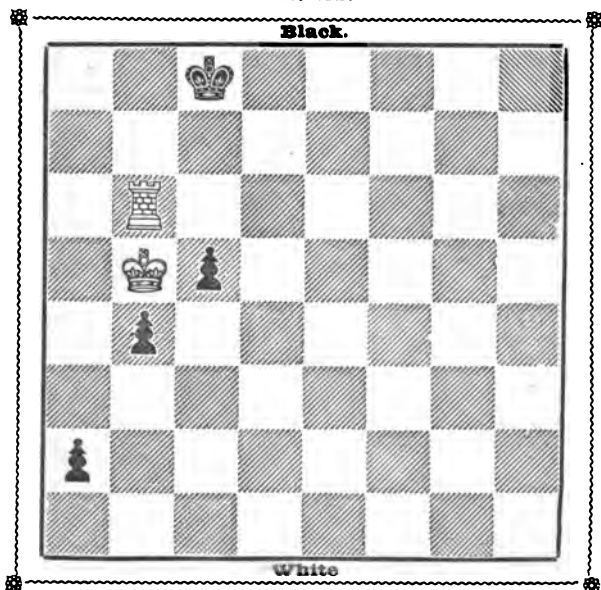
BLACK.

1. K. to Q. Kt. square
2. P. to Q. Kt. sixth (a)
3. K. to Q. B. square
4. K. to Q. square
5. K. to K. square.
6. K. to K. B. square
7. K. to K. Kt. square
8. K. to K. B. square

And draws.

(a) Any other move and Black would lose.

NO. VIII.



White to move and draw.

WHITE.

1. R. to Q. R. sixth
2. K. to Q. B. sixth
3. R. to Q. R. third.
4. R. to Q. R. fifth
5. R. to Q. Kt. fifth (check)
6. R. to K. R. fifth
7. R. to K. R. eighth (check)
8. R. to K. R. seventh (check)
9. R. to K. R. eighth.

BLACK.

1. P. to Q. Kt. sixth
2. K. to Q. Kt. square
3. P. to Q. B. fifth
4. P. to Q. B. sixth (or A)
5. K. to Q. B. square
6. K. to Q. Kt. square
7. K. to Q. R. second
8. K. to Q. R. third

And draws.

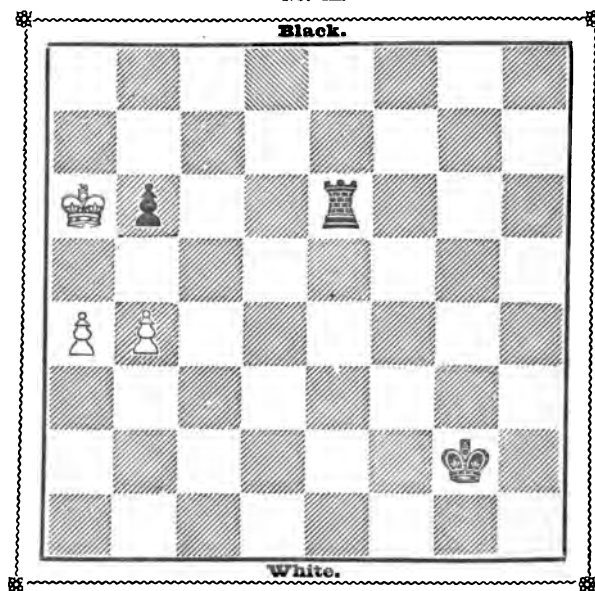
(A)

- 4.
5. R. takes Queen
6. R. to K. R. square
7. K. to Q. Kt. sixth

4. P. to Q. R. eighth (Queens)
5. P. to Q. Kt. seventh
6. P. to Q. B. sixth

And draws.

NO. IX.



White to move and draw.

WHITE.

1. K. to Q. Kt. 6th (a)
2. P. one
3. P. takes P.

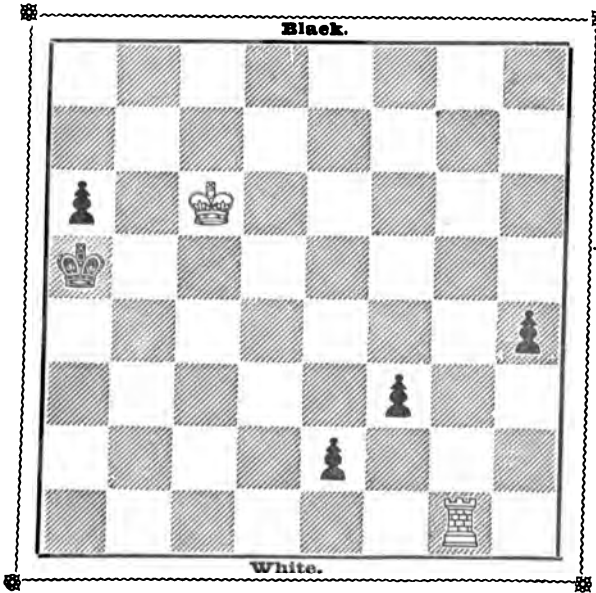
BLACK.

1. K. to K. B. sixth
2. P. takes P.

And draws.

a) The only move to draw.

NO. X.



White having the move can draw against the four Pawns.

WHITE.

1. K. to Q. B. fifth
2. K. to Q. B. fourth
3. K. to Q. B. third
4. R. to K. square
5. K. to Q. third
6. K. to K. third
7. K. takes P.
8. R. takes P. (check)

BLACK.

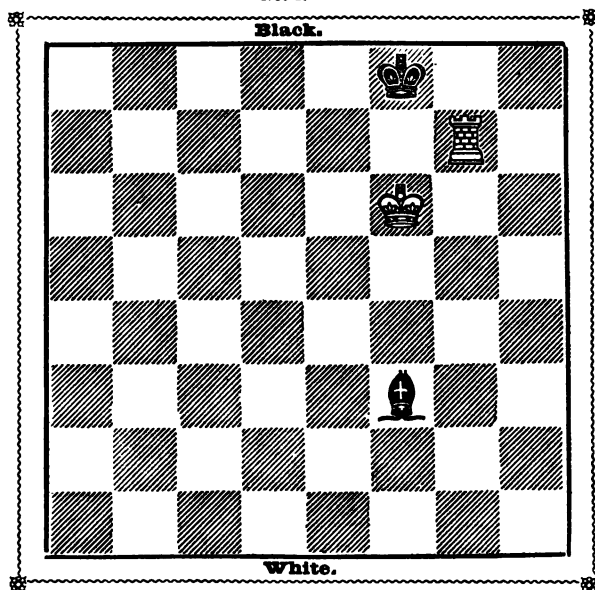
1. K. to Q. R. fifth
2. K. to Q. R. sixth (best)
3. K. to Q. R. seventh
4. P. to Q. R. fourth
5. K. to Q. Kt. seventh
6. P. to Q. R. fifth
7. P. to Q. R. sixth

And draws.

This position exhibits the power of the Rook when well played to stop the advance of Pawns.

**ROOK AND ROOK AND PAWN AGAINST BISHOP OR
KNIGHT, WITH AND WITHOUT PAWNS.**

NO. I.



White to move and win.

WHITE.

1. R. to K. Kt. third
2. R. to K. Kt. fourth
3. R. to K. B. fourth
4. R. to K. B. second
5. R. to Q. B. second
6. R. to Q. Kt. second

BLACK.

1. B. to K. fifth
2. B. to K. B. sixth
3. B. to K. Kt. seventh (or A)
4. B. to Q. B. third (best)
5. B. to Q. second

And wins.

(A)

- 3.
4. R. to K. B. second
5. R. to Q. B. second
6. R. to Q. B. sixth
7. R. to Q. Kt. sixth

3. B. to K. seventh
4. B. to Q. B. fifth
5. B. to Q. R. third
6. B. to Q. Kt. second

And wins.

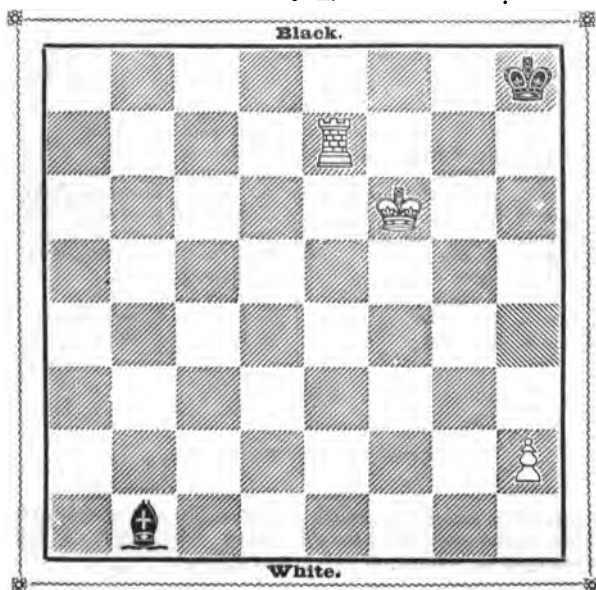
(B)

- | | | |
|-------------------------------|--|------------------------|
| 6. | | 6. B. to Q. Kt. fourth |
| 7. R. to Q. B. eighth (check) | | 7. B. to K. square |
| 8. R. to Q. eighth | | |

And wins.

K. and R. against K. and B. generally draw, but in this instance the Rook gives White the victory.

NO. II.



White to move and win.

WHITE.

1. R. to K. Kt. seventh
2. K. to K. B. seventh
3. R. to K. Kt. fourth
4. K. to K. Kt. sixth
5. R. to Q. Kt. fourth
6. K. to K. B. sixth
7. P. two squares
8. K. to K. Kt. fifth
9. P. one
10. P. one
11. R. to Q. fourth
12. R. to K. fourth
13. R. to K. eighth (check)
14. R. to K. seventh (check)

BLACK.

1. B. to Q. B. seventh
2. B. to Q. Kt. eighth
3. B. to Q. R. seventh (check) (or A)
4. K. to K. Kt. square (best)
5. B. to K. B. second (check)
6. B. to Q. fourth
7. K. to K. R. second
8. K. to K. Kt. second
9. K. to K. R. second
10. K. to K. Kt. square
11. B. to K. third
12. B. to Q. R. seventh
13. K. to K. R. second

And wins.

(A.)

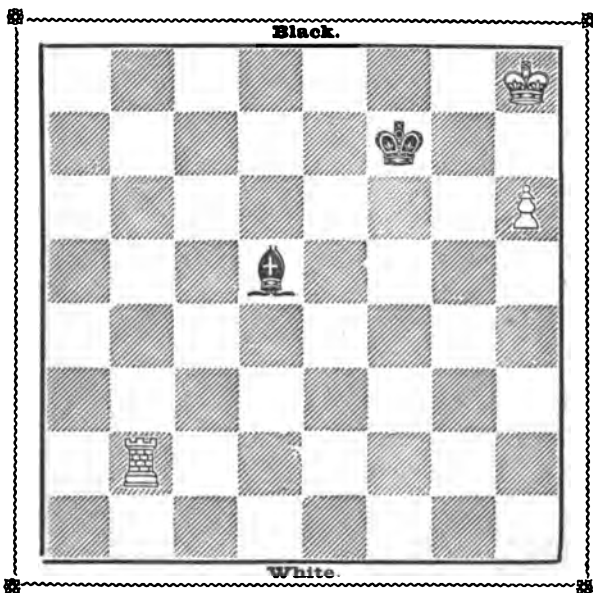
- 3.
4. R. to K. R. fourth (check)
5. K. to K. B. sixth
6. R. to K. Kt. fourth (check)
7. K. to K. Kt. fifth
8. K. to K. R. fifth (dis. check)
9. R. to K. Kt. fifth
10. P. two squares
11. K. to K. R. sixth
12. R. to K. Kt. second
13. R. to K. B. second
14. P. one

3. B. to K. B. fourth
4. B. to K. R. second
5. K. to K. Kt. square
6. K. to K. R. square (best)
7. K. to K. Kt. second (best)
8. K. to K. B. third (best)
9. B. to K. B. fourth (best)
10. B. to Q. second
11. B. to K. B. fourth
12. K. to K. B. second
13. K. to K. B. third

And wins.

This and the five succeeding examples are of considerable interest to those who have studied similar positions by the old masters. The student will find that the present examples are worked out with greater system.

NO. III.



White to move and win.

WHITE.

1. R. to Q. Kt. fifth
2. R. to Q. Kt. fourth
3. K. to K. R. seventh

BLACK.

1. B. to Q. B. fifth (or A)
2. B. to Q. R. second (or B, C)

And wins.

(A)

- 1.
2. P. one
3. R. to Q. Kt. seventh (check)
4. R. to Q. Kt. third
5. R. to Q. Kt. fourth
6. R. to K. B. fourth (check)
7. R. to K. B. second

1. B. to K. fifth
2. B. to Q. sixth
3. K. to K. B. square (best)
4. B. to K. fifth
5. B. to Q. fourth
6. B. to K. B. second

And wins.

(B)

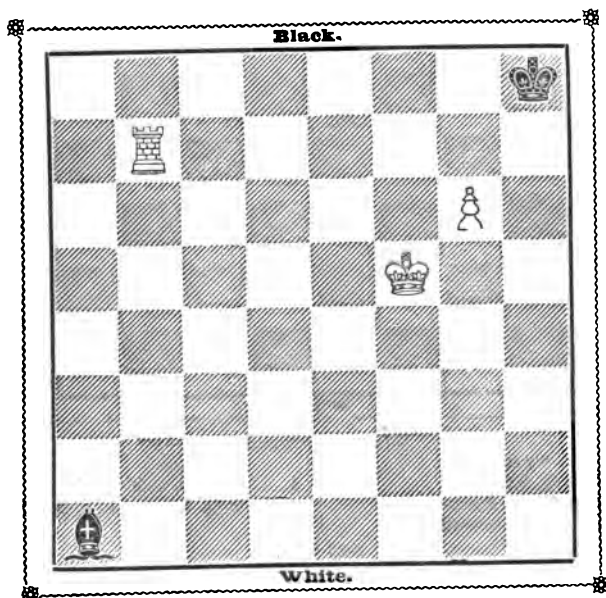
- 2
3. K. to K. R. seventh

2. B. to Q. fourth

And wins.

- (C)
- | | | |
|---------------------------------|--|----------------------|
| 2. | | 2. B. to K. third |
| 3. R. to Q. Kt. seventh (check) | | 3. K. to K. B. third |
| 4. R. to Q. Kt. sixth | | |
- And wins.

NO. IV.



White to move and win.

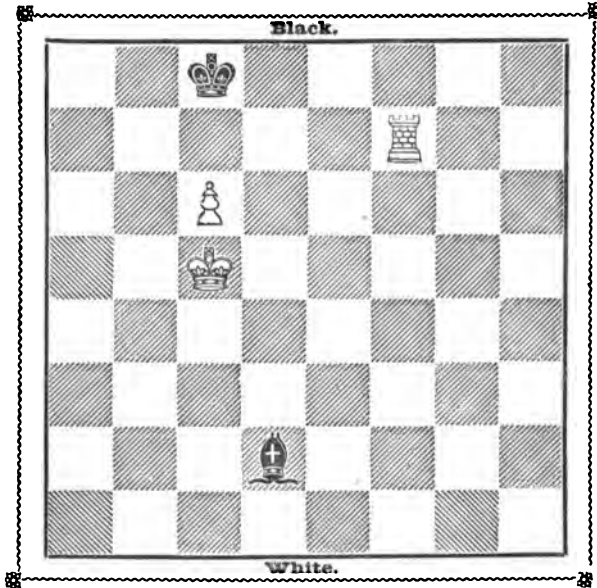
- WHITE.**
1. P. one (check)
 2. R. to K. B. seventh (a)
 3. P. Queens (check)
 4. K. to K. Kt. sixth
 5. R. to K. B. square
 6. R. to B. second
 7. R. to K. Kt. second

- BLACK.**
1. K. to R. second (best)
 2. B. to Q. fifth (best)
 3. K. takes P.
 4. B. to K. Kt. eighth (best)
 5. B. to K. R. seventh
 6. B. to K. Kt. eighth

And wins.

(a) The only move to win.

NO. V.



White.

White to move and win.

WHITE.

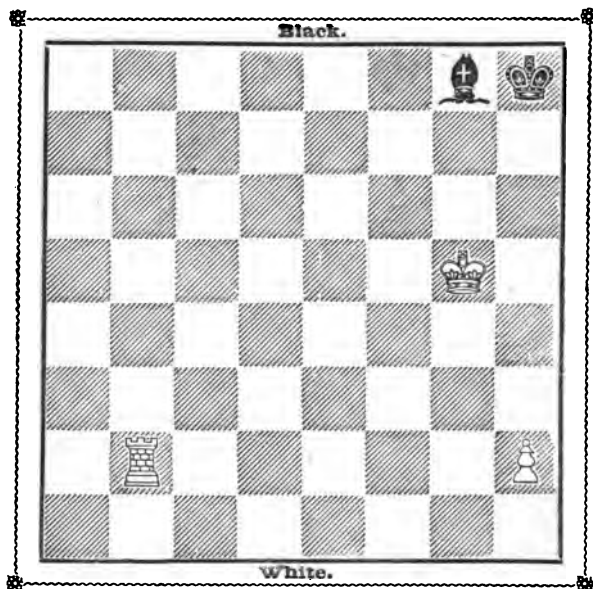
1. P. to Q. B. seventh
2. K. to Q. sixth
3. R. to K. Kt. seventh
4. P. Queens (check)
5. K. to Q. B. sixth

BLACK.

1. K. to K. Kt. second (best)
2. B. to Q. R. fourth
3. B. to Q. Kt. third
4. K. takes Q.

And wins.

NO. VI.



White to move and win.

WHITE.

1. K. to K. R. sixth
2. R. to Q. Kt. eighth (check)
3. R. to Q. Kt. square
4. R. to K. Kt. square
5. P. to K. R. fourth
6. P. to K. R. fifth
7. R. to Q. B. square
8. R. to Q. B. sixth
9. R. to Q. Kt. sixth
10. R. to Q. Kt. eighth (check)
11. K. to K. Kt. fifth
12. R. to Q. Kt. seventh (check)
13. K. to K. Kt. sixth
14. R. to K. R. seventh (check)
15. R. to K. seventh
16. P. one
17. P. one
18. K. to K. R. sixth
19. R. to Q. seventh
20. R. to Q. Kt. seventh

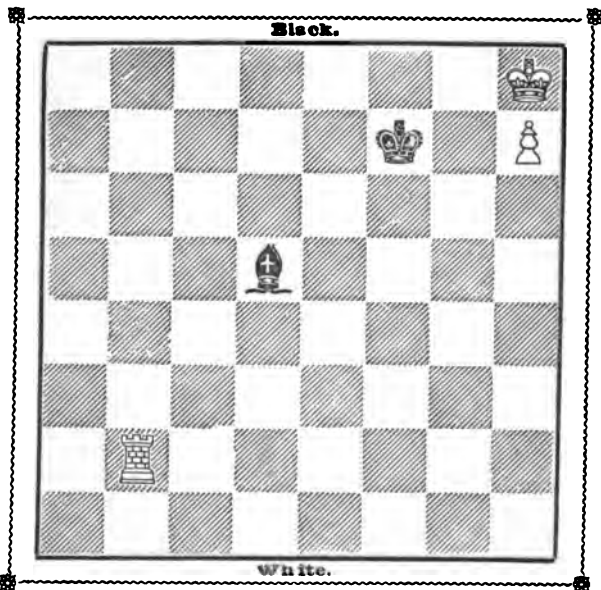
BLACK.

1. B. to Q. fourth
2. B. to K. Kt. square
3. B. to Q. R. seventh
4. B. to Q. Kt. sixth
5. B. to Q. R. seventh
6. B. to Q. B. fifth
7. B. to K. third
8. B. to K. Kt. square (best)
9. B. to K. R. second
10. B. to K. Kt. square
11. K. to K. Kt. second
12. K. to K. R. square
13. B. to Q. fourth
14. K. to K. Kt. square
15. K. to K. R. square
16. B. to Q. Kt. sixth
17. B. to Q. B. seventh (check)
18. B. to K. Kt. third
19. B. to K. square

And wins.

NO. VII.

Black.



White with the move can only draw.

WHITE.

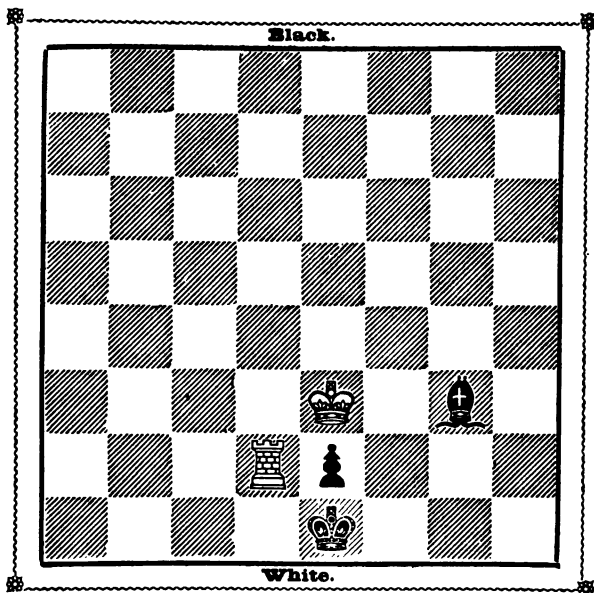
1. R. to Q. B. second
2. R. to Q. B. seventh (check)
3. R. to K. Kt. seventh (check)
4. R. to K. Kt. fourth
5. R. to K. B. fourth (check)

BLACK.

1. B. to Q. Kt. sixth
2. K. to K. Kt. third
3. K. to K. B. third
4. B. to Q. R. seventh
6. K. to K. Kt. third

And draws.

NO. VIII.



White to move and win.

WHITE.

1. R. takes P. (check)
2. K. to K. B. third
3. R. to Q. B. second
4. R. to Q. B. square (check)

BLACK.

1. K. to K. B. eighth (or A)
2. B. to Q. B. second
3. B. to Q. R. fourth

And Mates in four moves.

(A)

- 1.
2. K. to Q. third
3. R. to Q. B. second (check)
4. K. to Q. B. third
5. K. to Q. Kt. third
6. R. to Q. B. eighth
7. R. to Q. B. seventh
8. R. to Q. Kt. seventh
9. K. to Q. B. fourth (dis. check)

1. K. to Q. square
2. K. to Q. B. eighth
3. K. to Q. Kt. eighth
4. B. to K. fourth (check)
5. B. to Q. Kt. square (best)
6. B. to Q. R. second
7. B. to Q. Kt. third
8. B. to Q. B. fourth (or B)

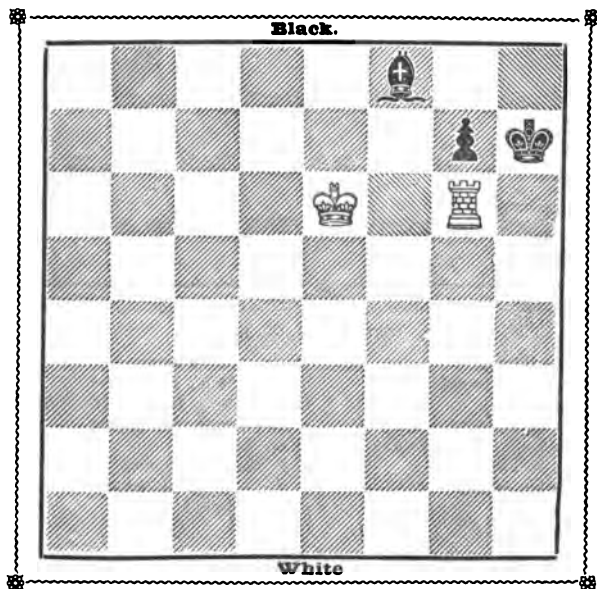
And wins.

- | | | |
|-------------------------|-----|---------------------|
| 8. | (B) | 8. B. to K. sixth |
| 9. R. to K. seventh | | 9. B. to Q. seventh |
| 10. R. to K. R. seventh | | |

And wins.

This and the two following positions differ from the six preceding examples by the addition of one or more Pawns on Black's side, and which add to the difficulties of attack and defence.

NO. IX.



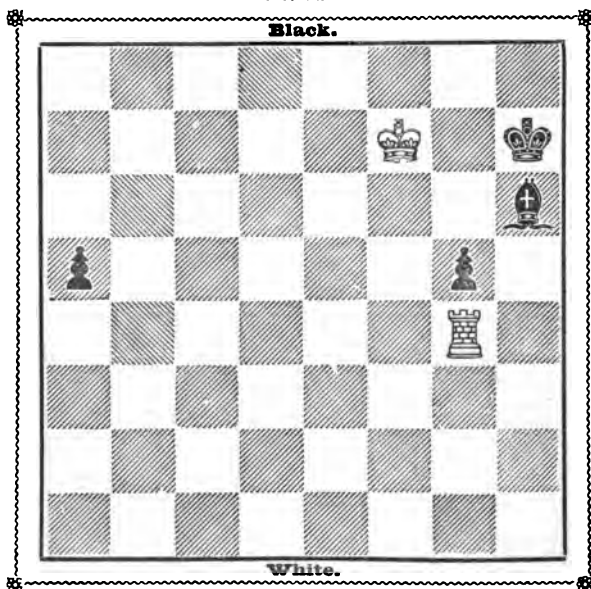
White to move and draw

- WHITE.**
1. K. to K. B. seventh
2. R. to K. Kt. square
3. R. to K. R. square

- BLACK.**
1. B. to K second
2. B. to K. R. fifth
3. P. two squares

And draws.

NO. X.



White can only draw.

WHITE.

1. R. to Q. R. fourth
2. R. takes P.
3. R. to Q. R. third
4. R. to K. R. third (check)
5. R. to K. Kt. third
6. K. to Kt. sixth
7. R. takes P.
8. R. to Q. R. fifth

BLACK.

1. B. to K. Kt. second
2. B. to Q. B. sixth (bad) (or A, B)
3. B. to K. Kt. second
4. B. covers
5. K. to R. square
6. B. to K. B. square
7. K. to Kt. square

And wins.

(A)

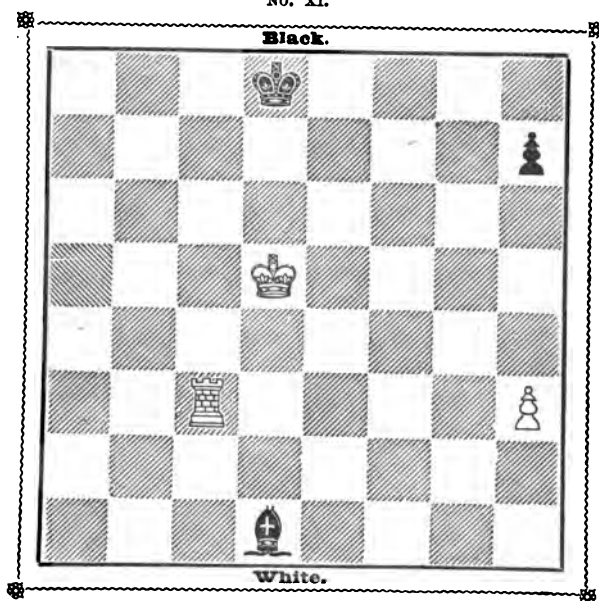
- | | |
|---|--|
| <ol style="list-style-type: none"> 2. 3. R. to Q. R. second 4. R. to K. second 5. R. to K. Kt. second | <ol style="list-style-type: none"> 2. B. to Q. fifth 3. B. to K. fourth 4. B. to K. Kt. sixth 5. B. to K. R. fifth |
|---|--|

And draws.

- | | | |
|------------------------------|-----|--------------------|
| | (B) | |
| 2. | | 2. K. to R. third |
| 3. R. to Q. R. sixth (check) | | 3. K. to R. second |
| 4. R. to Q. R. fourth | | 4. K. to R. third |
| 5. R. to K. Kt. fourth | | 5. K. to R. fourth |
- And draws.

NO. XI.

Black.



White.

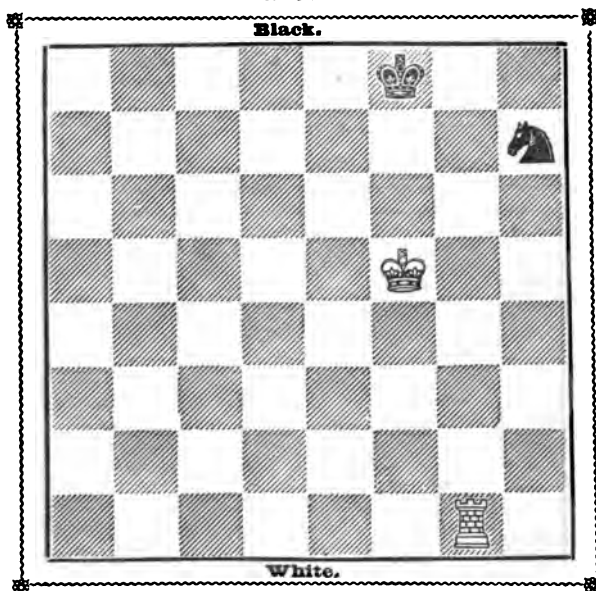
White to move and win

- WHITE.
1. K. to Q. sixth
 2. K. to K. sixth
 3. K. to K. B. sixth
 4. R. to K. third (check)
 5. R. to Q. third
 6. R. to Q. eighth (check)
 7. P. one
 8. P. one

- BLACK.
1. K. to K. square (best)
 2. K. to K. B. square
 3. K. to K. square
 4. K. to K. B. square (best)
 5. B. to Q. R. fifth
 6. B. to K. square
 7. P. one

And wins.

NO. XII.



White to move and win.

WHITE.

1. K. to K. Kt. sixth
2. R. to K. Kt. second
3. K. to K. B. seventh

BLACK.

1. K. to K. Kt. square
2. K. to K. R. square (or A)

And wins.

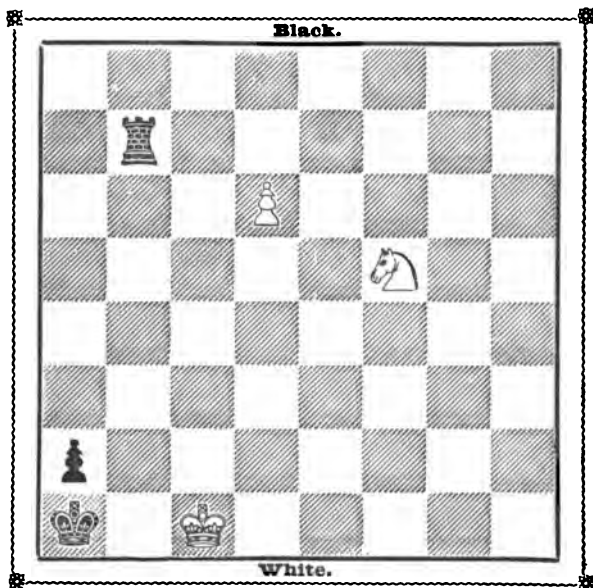
(A)

- | | |
|---|--|
| <ol style="list-style-type: none"> 2. 3. K. to K. B. sixth (dis. check) 4. K. to K. B. seventh | <ol style="list-style-type: none"> 2. Kt. to K. B. square (check) 3. K. to K. R. square or K. to R. second |
|---|--|

And wins.

King and Knight against King and Rook generally draw.

NO. XIII.



Black to move and draw.

WHITE.

- 1.
2. K. to Q. B. second
3. Kt. to K. third
4. K. to K. B. square

BLACK.

1. R. to Q. Kt. eighth (check)
2. R. to Q. eighth (or A)
3. R. takes P.

And draws.

(A)

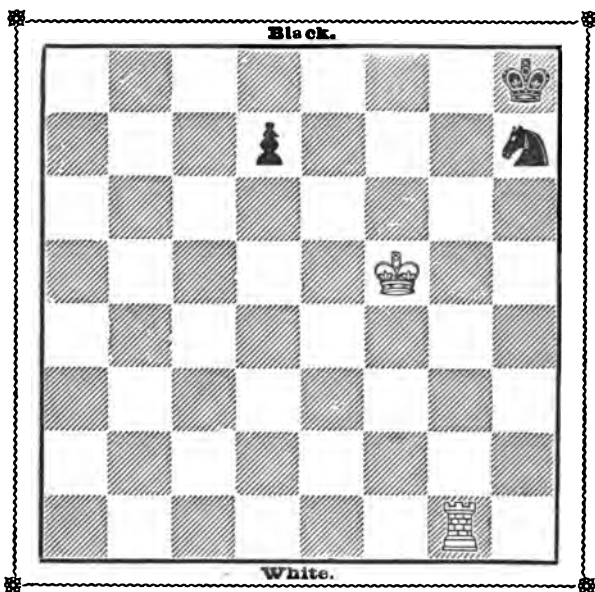
- 2.
3. Kt. to K. third
4. K. to Q. second
5. P. one square
6. P. Queens

2. R. to Q. Kt. fourth
3. R. to Q. B. fourth (check)
4. K. to Q. Kt. eighth
5. P. Queens

And draws.

K

NO. XIV



White with or without the move wins.

WHITE.

1. K. to K. fifth
2. K. to K. B. sixth
3. R. to Q. square
4. R. takes P.
5. R. to Q. fifth
6. K. to K. Kt. sixth
7. R. to K. B. fifth (check)
8. R. to K. fifth
9. R. to K. sixth

BLACK.

1. Kt. to K. B. square (best)
2. Kt. to K. third
3. K. to K. Kt. square (best)
4. Kt. to Q. B. fourth (or A)
5. Kt. to K. fifth (check) (or B, C, D, E)
6. K. to K. B. square
7. K. to K. Kt. square
8. Kt. to Q. third

And wins.

(A)

- 4
5. R. to Q. fourth
6. R. to K. Kt. fourth (check)
7. R. to K. Kt. seventh (check)
8. R. to K. seventh
9. R. to K. fourth
10. K. to K. B. seventh

4. Kt. to K. B. fifth
5. Kt. to K. seventh (best)
6. K. to K. R. second (or F)
7. K. to K. R. square
8. Kt. to K. B. fifth
9. Kt. to Q. fourth (check)

And wins.

No. v.

(B)

- | | |
|----------------------------------|------------------------------------|
| 5. | 5. Kt. to Q. R. fifth |
| 6. R. to Q. eighth (check) | 6. K. to K. R. second |
| 7. R. to Q. fourth | 7. Kt. to Q. Kt. seventh (or G, H) |
| 8. R. to K. R. fourth (check) | 8. K. to K. Kt. square |
| 9. R. to K. Kt. fourth (check) | 9. K. to K. R. second (best) |
| 10. R. to K. Kt. seventh (check) | 10. K. to K. R. square |
| 11. R. to Q. Kt. seventh | 11. Kt. to Q. sixth (or J) |
| 12. R. to Q. seventh | 12. Kt. to Q. B. fourth |
| 13. R. to Q. fifth | 13. Kt. to Q. Kt. second |
| 14. K. to K. B. seventh | |

And wins.

(C)

- | | |
|------------------------|-----------------------|
| 5. | 5. Kt. to Q. R. third |
| 6. R. to Q. Kt. fifth | 6. K. to K. R. second |
| 7. K. to K. B. seventh | |

And wins.

(D)

- | | |
|-------------------|-------------------------|
| 5. | 5. Kt. to Q. Kt. second |
| 6. K. to K. sixth | |

And wins the Knight.

(E)

- | | |
|---------------------------------|------------------------|
| 5. | 5. Kt. to Q. Kt. sixth |
| 6. R. to Q. eighth (check) | 6. K. to K. R. second |
| 7. R. to Q. seventh (check) | 7. K. to K. Kt. square |
| 8. R. to K. Kt. seventh (check) | 8. K. to K. R. square |
| 9. K. to K. B. seventh | |

And wins.

(F)

- | | |
|-----------------------|------------------------|
| 6. | 6. K. to K. B. square |
| 7. R. to Q. B. fourth | 7. K. to K. Kt. square |
| 8. K. to K. B. fifth | |

And wins Knight.

(G)

- | | |
|---------------------------|------------------------|
| 7. | 7. Kt. to Q. B. fourth |
| 8. K. to K. B. seventh | 8. K. to K. R. third |
| 9. R. to Q. sixth (check) | 9. K. to K. R. second |
| 10. R. to Q. fifth | |

And wins.

(H)

- | | | |
|-------------------------------|--|---------------------------------------|
| 7 | | 7. Kt. to Q. B. sixth (best) |
| 8. R. to Q. B. fourth | | 8. Kt. to Q. fourth (ch) (or K, L, M) |
| 9. K. to K. B. seventh | | 9. K. to K. R. third |
| 10. R. to Q. B. sixth (check) | | 10. K. to K. R. second |
| 11. R. to Q. B. fifth | | |

And wins.

(J)

- | | | |
|-------------------------|--|------------------------|
| 11. | | 11. Kt. to Q. B. fifth |
| 12. R. to Q. Kt. fourth | | |

And wins.

(K)

- | | | |
|----------------------------------|--|-------------------------|
| 8. | | 8. Kt. to Q. Kt. eighth |
| 9. R. to Q. B. seventh (check) | | 9. K. to K. Kt. square |
| 10. R. to K. Kt. seventh (check) | | 10. K. to K. R. square |
| 11. K. to K. B. seventh | | |

And wins.

(L)

- | | | |
|----------------------------------|--|-------------------------------|
| 8. | | 8. Kt. to Q. eighth |
| 9. R. to K. R. fourth (check) | | 9. K. to K. Kt. square |
| 10. R. to K. Kt. fourth (check) | | 10. K. to K. R. second (best) |
| 11. R. to K. Kt. seventh (check) | | 11. K. to K. R. square |
| 12. K. to K. B. seventh | | 12. Kt. to K. sixth |
| 13. R. to K. Kt. fifth | | |

And wins.

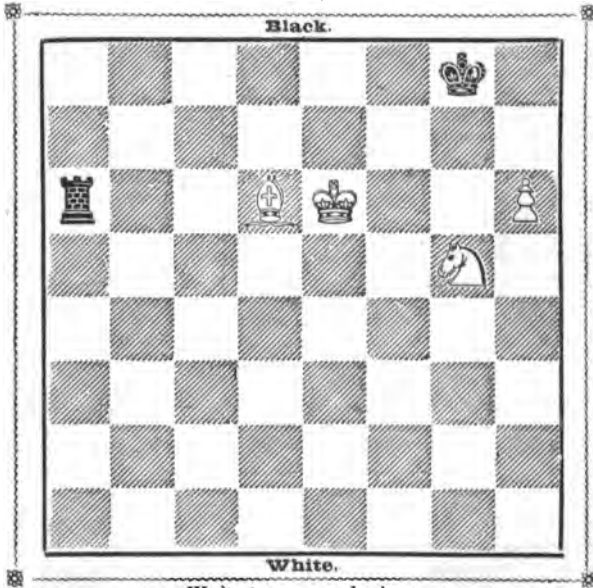
(M)

- | | | |
|-----------------------|--|----------------------|
| 8. | | 8. Kt. to K. seventh |
| 9. K. to K. Kt. fifth | | |

And wins the Knight.

This and the next example requires very careful play.

NO. XV.



White to move and win..

WHITE.

1. K. to K. fifth
2. K. to Q. fifth
3. B. to Q. B. fifth
4. K. to Q. B. fourth
5. B. to Q. Kt. fourth
6. K. to Q. Kt. fifth
7. B. to Q. B. third (check)
8. B. to K. B. sixth
9. K. to Q. Kt. sixth
10. K. to Q. B. sixth
11. K. to Q. fifth
12. K. to K. fifth
13. K. to K. B. fifth
14. K. to K. Kt. fourth
15. K. to K. R. fifth
16. Kt. to K. sixth
17. B. to Q. eighth
18. B. to Q. B. seventh
19. B. to Q. sixth
20. B. to Q. B. fifth
21. K. to K. Kt. sixth
22. B. to K. B. eighth

BLACK

1. K. to K. R. square (best)
2. R. to Q. R. fourth (check)
3. K. to K. Kt. square
4. R. to Q. R. fifth (check)
5. K. to K. R. square
6. R. to Q. R. second (best)
7. K. to K. Kt. square
8. R. to Q. B. second
9. R. to K. Kt. second
10. R. to Q. R. second
11. R. to Q. second (check)
12. R. to Q. Kt. second'
13. R. to Q. Rook second
14. R. to Q. Kt. second
15. R. to Q. R. second (best) (a)
16. K. to K. R. second (or A)
17. R. to Q. Kt. second (or B)
18. R. to Q. R. second
19. R. to Q. Kt. second
20. K. to K. Kt. square
21. R. to Q. second

And wins.

- | | |
|---|---|
| 16.
17. B. to Q. fourth
And Black cannot avoid the exchange of Rook for Pawn.
17.
18. Kt. to K. Kt. fifth (check)
19. B. to Q. B. seventh
20. B. to K. fifth (check)
21. B. to K. B sixth
22. Kt. to K. sixth
23. B. to Q. eighth
24. B. to Q. B. seventh
25. B. to Q. sixth
26. B. to Q. Kt. fourth
27. B. to Q. B. fifth | (A)
16. K. to K. B. second
(B)
17. R. to Q. R. third
18. K. to K. R. square (best) (b)
19. R. to Q. R. second (best)
20. K. to K. Kt. square
21. R. to Q. Kt. second
22. K. to K. R. second (best)
23. R. to Q. R. second (best)
24. P. to Q. Kt. second
25. R. to Q. R. second
26. R. to Q. Kt. second |
|---|---|

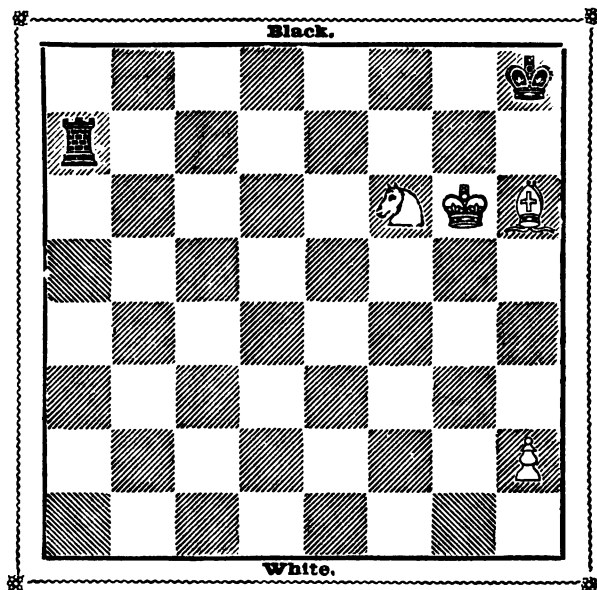
And wins easily.

(a) Had Black played R. to K. Kt. second, White would have answered with Kt. to K. sixth, and Black could not then prevent White King from occupying K. Kt. sixth—the winning position.

(b) Had Black played K. to K. Kt. square, B. would play to Q. B. seventh and win.

Bishop, Knight, and Pawn with but few exceptions win against the Rook.

NO. XVI.



WHITE.

1. P. to K. R. fourth
2. P. to K. R. fifth
3. B. to K. B. fourth
4. K. to K. B. fifth
5. B. to K. fifth
6. Kt. to Kt. fourth (dis. check)
7. K. to K. Kt. fifth
8. B. to K. B. fourth
9. P. to K. R. sixth
10. K. to K. R. fifth
11. B. to K. Kt. fifth
12. Kt. to K. B. sixth (check)
13. Kt. to Q. seventh
14. B. to K. B. sixth (check)
15. Kt. to K. fifth
16. Kt. to K. B. third
17. B. to K. B. fourth
18. Kt. to K. Kt. fifth (check)
19. B. to K. B. second
20. B. to Q. fourth
21. B. to Q. B. sixth

BLACK.

1. R. to Q. Kt. second
2. R. to Q. Kt. second
3. R. to K. Kt. second (check) (best)
4. R. to K. Kt. eighth (or A)
5. K. to K. Kt. second
6. K. to K. R. second (or B)
7. R. to K. Kt. seventh
8. R. to K. Kt. eighth
9. K. to K. R. square
10. K. to K. Kt. square (best)
11. K. to K. R. second
12. K. to K. R. square
13. R. to Q. eighth
14. K. to K. Kt. square (best)
15. K. to K. R. second
16. R. to K. R. eighth (check)
17. R. to Q. Kt. eighth
18. K. to K. Kt. square
19. R. to K. Kt. fifth
20. R. to Q. Kt. second (best)

And wins as in No. 15.

(A.)

- 4.
5. P. one
6. B. to K. fifth
7. Kt. to Q. seventh (dis. check)
8. K. to K. Kt. fifth
9. Kt. to K. B. sixth (check)
10. B. to Q. sixth
11. K. to K. Kt. sixth
12. B. to Q. fourth

4. R. to Q. R. second
5. R. to Q. R. fifth (or C)
6. R. to Q. R. fourth
7. K. to R. second (best)
8. R. to Q. R. second (best)
9. K. to K. R. square
10. R. to Q. Kt. second
11. R. to K. B. second

And wins.

(B)

- 6.
7. P. one
8. K. to K. Kt. fifth
9. B. to K. B. sixth
10. Kt. to K. fifth (check)
11. K. to K. Kt. sixth
12. B. to K. Kt. fifth
13. Kt. to Q. seventh
14. B. to K. B. fourth
15. B. to K. fifth (check)
16. Kt. to K. B. sixth (check)
17. P. one
18. Kt. to K. fourth

6. K. to K. B. second
7. R. to K. B. eighth (check)
8. R. to K. R. eighth
9. R. to K. R. sixth
10. K. to K. Kt. square (best)
11. R. to K. Kt. sixth (check)
12. R. to K. R. sixth
13. K. to K. R. square (best)
14. R. to K. R. fifth
15. K. to K. Kt. square
16. K. to K. B. square (best)
17. K. to K. second

And wins.

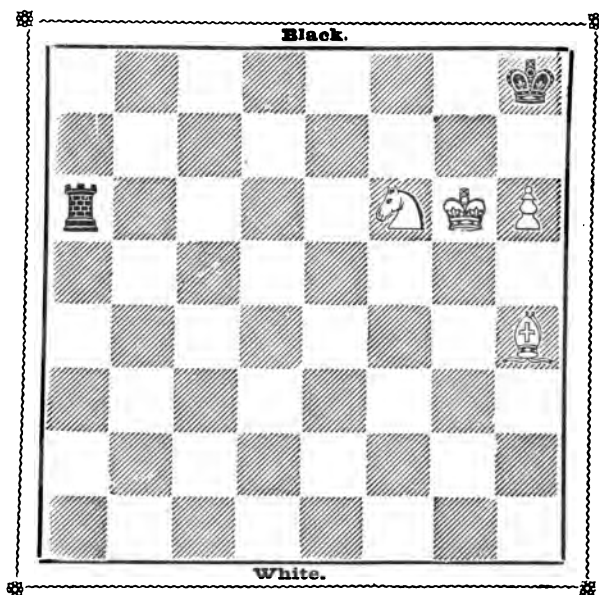
(C)

- 5.
6. K. to K. Kt. sixth
7. K. to K. B. seventh
8. B. to K. fifth
9. Kt. to K. second (dis. check)
10. B. to K. Kt. seventh

5. R. to Q. R. fourth (check)
6. R. to K. Kt. fourth (check)
7. R. to K. Kt. third (best)
8. R. to K. Kt. fourth
9. K. to R. second

And wins.

NO. XVII.



White to move and win.

WHITE.

1. B. to K. square
2. B. to Q. Kt. fourth
3. B. to Q. B. fifth
4. B. to Q. fourth

BLACK.

1. R. to Q. R. second (or A, B, C)
2. R. to K. second
3. R. to K. B. second

And wins.

(A)

- 1.
2. B. to Q. Kt. fourth
3. K. to K. B. seventh
4. B. to Q. R. third
5. K. to K. Kt. sixth
6. Kt. to K. eighth
7. Kt. to Q. sixth

1. R. to Q. R. fourth
2. R. to K. Kt. fourth (check)
3. R. to Q. B. fourth
4. R. to Q. B. second (check)
5. R. to Q. B. fourth
6. R. to Q. B. third (check)

And wins.

- 1.
2. B. to Q. B. third
3. B. to Q. Kt. fourth
4. B. to Q. R. third
5. B. to K. seventh
6. Kt. to K. eighth
7. Kt. to K. Kt. seventh
8. Kt. to K. eighth

(B)

1. R. to Q. R. fifth
2. R. to Q. R. third (best)
3. R. to Q. third
4. R. to Q. square
5. R. to K. B. square (best)
6. R. to K. Kt. square (check)
7. R. to Q. R. square

And wins.

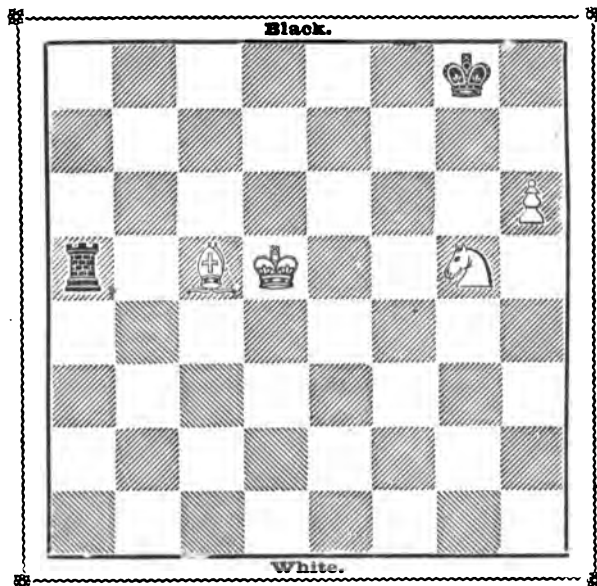
(C)

- 1.
2. B. to Q. Kt. fourth
3. Kt. to K. fourth
4. B. to Q. B. third

1. R. to Q. R. sixth
2. R. to K. R. sixth
3. K. to K. Kt. square (best)

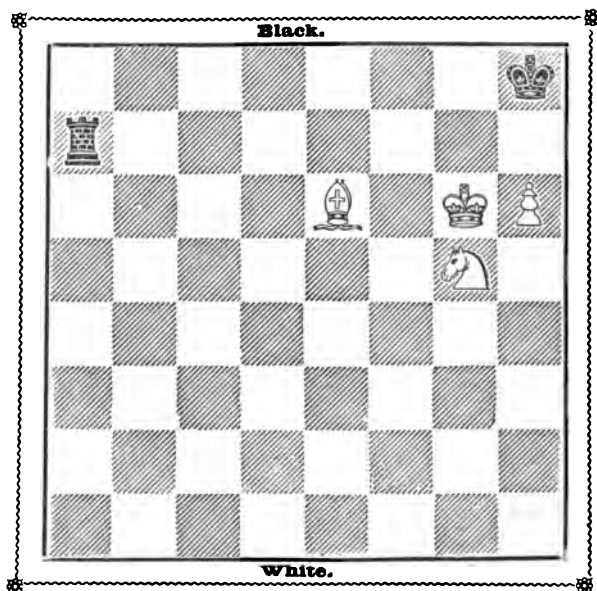
And wins.

NO. XVIII.



This position shows with how much care White should play in the preceding example in order to prevent Black taking up the position now indicated. Black having the move can draw, by playing R. to Q. R. fifth.

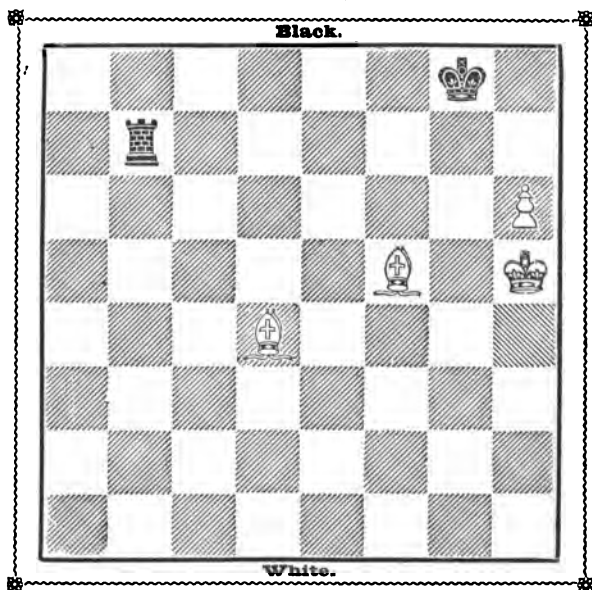
NO. XIX.



Black, with or without the move, draws.

In this position, as the Bishop is not of the colour of the square on which the Pawn Queens, White cannot win.

NO. XX.



White to move and win.

WHITE.

1. K. to K. Kt. sixth
2. K. to K. B. sixth
3. B. to K. fourth
4. K. to K. fifth
5. K. to Q. fifth
6. K. to Q. B. fifth
7. B. to K. B. fifth
8. K. to Q. Kt. fifth
9. K. to Q. B. sixth
10. K. to Q. Kt. sixth

BLACK.

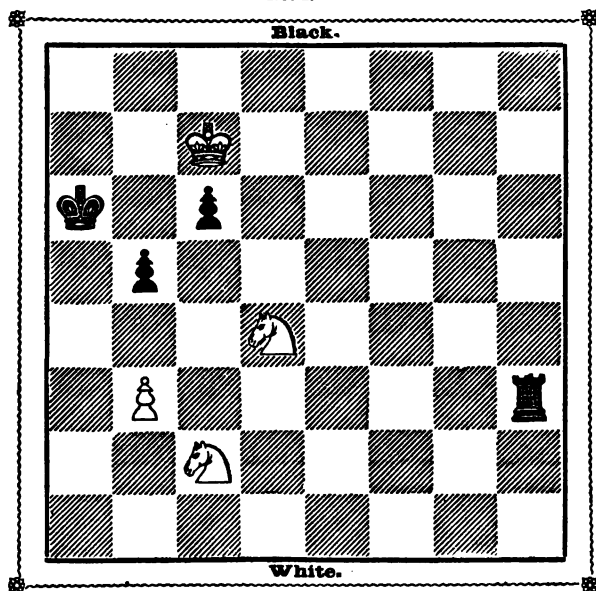
1. R. to K. Kt. second (check)
2. R. to Q. B. second (best)
3. R. to Q. second
4. R. to K. second (check) (a)
5. R. to Q. second (check)
6. R. to K. second
7. R. to Q. B. second (check)
8. R. to Q. Kt. second (check)
9. R. to K. second

And wins.

(a) Had K. played to R. square, White King would have gained the Q. Kt. sixth—the winning point—earlier.

**ROOK OR ROOKS AND PAWNS AGAINST BISHOPS, OR
KNIGHTS WITH AND WITHOUT PAWNS, &c., &c.**

NO. I.



White to move and draw.

WHITE.

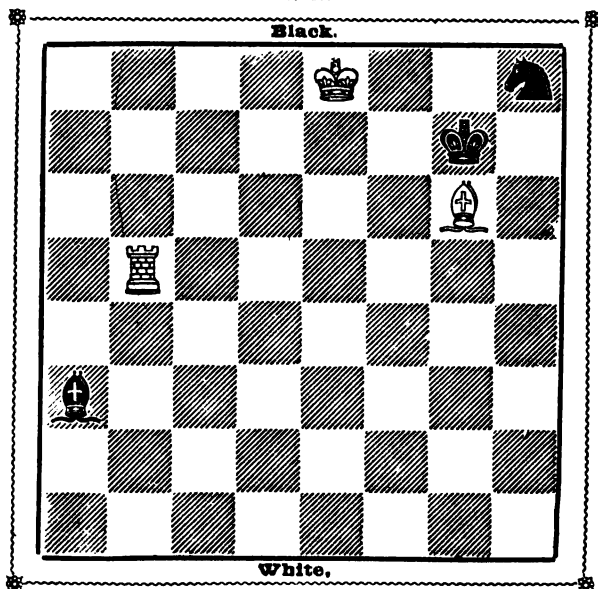
1. Kt. to Q. Kt. fourth (check)
2. Kt. at Q. fourth takes P. on Q. B. sixth (check)
3. Kt. to Q. fifth
4. K. to Q. Kt. sixth

BLACK.

1. K. to Q. R. second
2. K. to Q. R. square
3. R. to K. R. seventh (check)
4. P. one

And draws.

NO. II.



White to move and win.

WHITE.

1. B. to Q. third
2. B. to Q. B. second
3. R. to Q. Kt. seventh (check)
4. R. to K. R. seventh
5. R. to K. R. sixth

BLACK.

1. K. to K. R. third
2. K. to K. Kt. second (or A)
3. K. to K. B. third
4. Kt. to K. Kt. third

And wins.

(A)

- 2.
3. R. to Q. Kt. square
4. R. to K. R. square (check)
5. R. to K. R. seventh
6. R. to Q. Kt. seventh

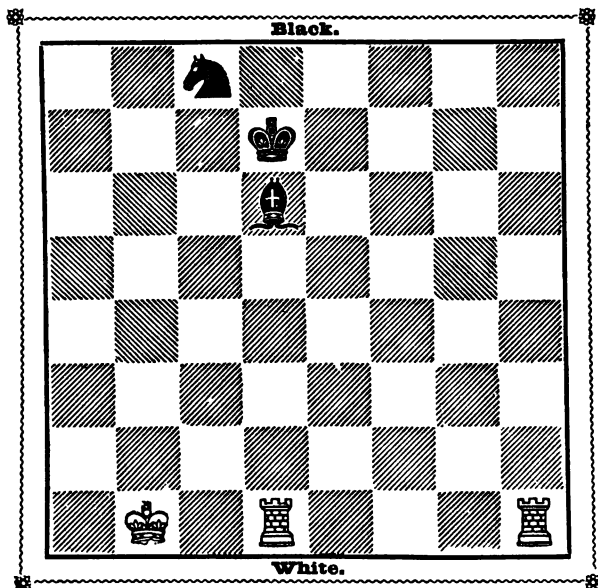
2. B. to Q. B. eighth
3. B. to Q. seventh
4. K. to K. Kt. second
5. K. to K. Kt. square

And wins.

White in this position wins ; but Kt. and B. generally draw against R. and B.

L

NO. III.



White to move and win.

WHITE.

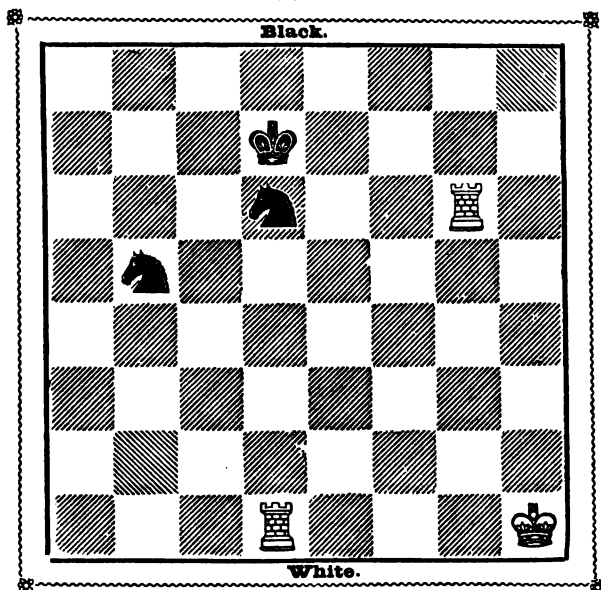
1. R. to K. R. eighth
2. R. to K. R. sixth
3. K. to Q. R. second
4. R. to K. R. eighth
5. R. to K. R. seventh (check)
6. R. to K. B. sixth (check)

BLACK.

1. Kt. to K. second
2. Kt. to Q. B. square
3. K. to his second
4. Kt. to Q. Kt. third
5. K. to his third

And wins.

NO. IV.



White to move and win.

WHITE.

1. R. to Q. fifth
2. K. to K. Kt. second
3. K. to K. B. second
4. K. to his square
5. K. to Q. second
6. K. to Q. B. square
7. K. to Q. Kt. second
8. K. to Q. Kt. third
9. K. to Q. Kt. fourth

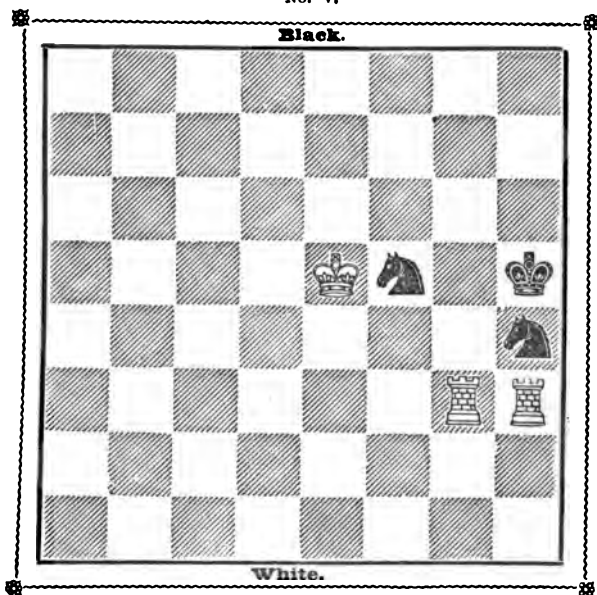
BLACK.

1. K. to Q. B. second (best) (a)
2. K. to Q. second
3. K. to K. second
4. K. to Q. second
5. K. to Q. B. second
6. K. to Q. second
7. K. to Q. B. second
8. K. to Q. second

And wins.

(a) Had King played to B. third, the loss of a Knight would have been the result.

NO. V.



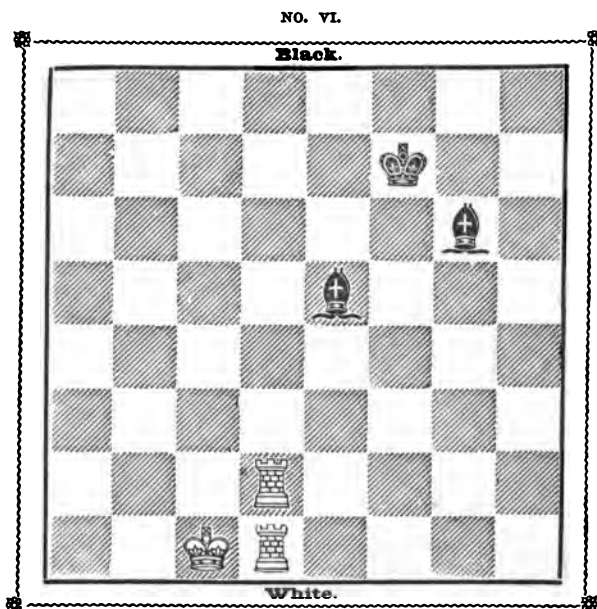
White to move and win

WHITE.

1. R. to K. Kt. second
2. R. to K. Kt. square
3. K. to K. B. sixth
4. R. to K. Kt. fifth
5. R. takes Kt. (check)
6. R. to K. R. fifth (check)
7. R. takes Kt.
8. R. Mates

BLACK.

1. Kt. to K. sixth
2. Kt. to K. B. fourth (best)
3. K. to K. R. third
4. K. to K. R. second
5. Kt. takes R.
6. K. to K. Kt. square
7. K. to K. B. square



White to move and win.

WHITE.

1. R. to K. B. second (check)
2. R. to K. square
3. R. to K. R. second
4. R. to K. Kt. second
5. R. to K. Kt. fifth

BLACK.

1. K. to K. third (or A)
2. B. to K. R. fourth
3. B. to K. Kt. fifth
4. B. to K. B. sixth

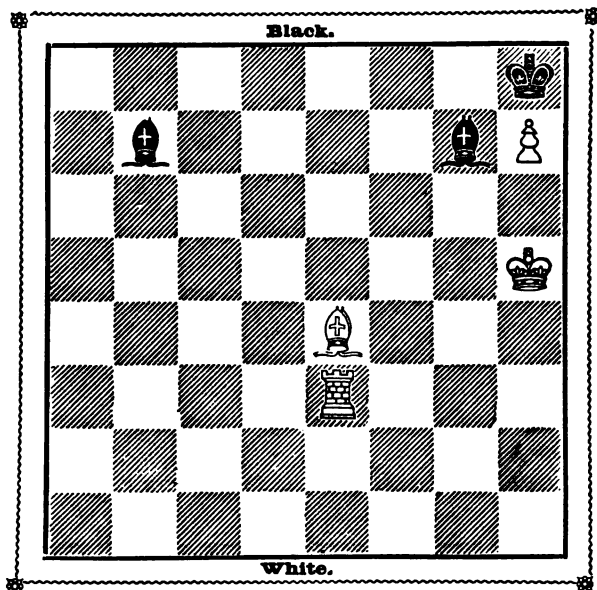
And wins.

(A)

- 1.
2. R. to K. Kt. second
3. K. to Q. Kt. second
4. K. to Q. Kt. third
5. R. to K. R. square (check)
6. R. to K. Kt. fourth
7. R. to K. Kt. third
8. R. to K. R. third

And wins.

NO. VII.



White wins without the move.

WHITE.

- 1
2. R. to K. second (a)
3. R. takes B.
4. R. to K. seventh (check)
5. R. to Q. R. seventh
6. K. to K. Kt. sixth

BLACK.

1. B. to K. R. third (or A)
2. B. takes B.
3. K. takes P.
4. B. to K. Kt. second
5. K. to K. Kt. square

And wins.

(A)

- 1.
2. R. takes B.
3. R. to K. seventh
4. K. to K. Kt. sixth

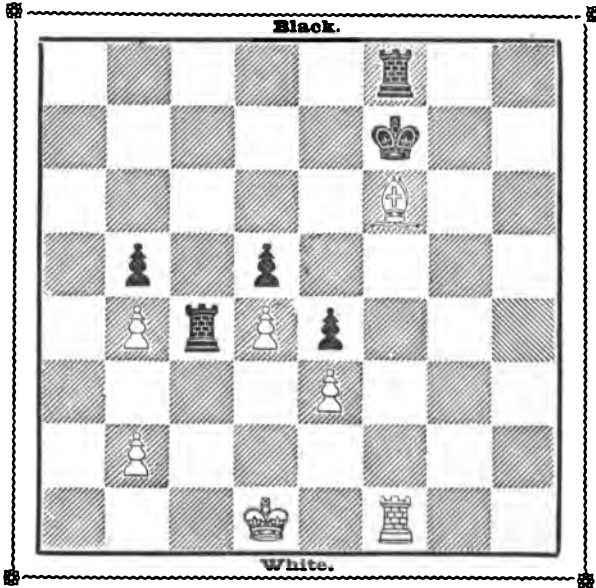
1. B. takes B.
2. K. takes P.
3. K. to K. Kt. square (best)

And wins.

(a) Had White, on his second move, taken the Bishop, Black would have drawn.

NO. VIII.

Black.



White to move and win.

WHITE.

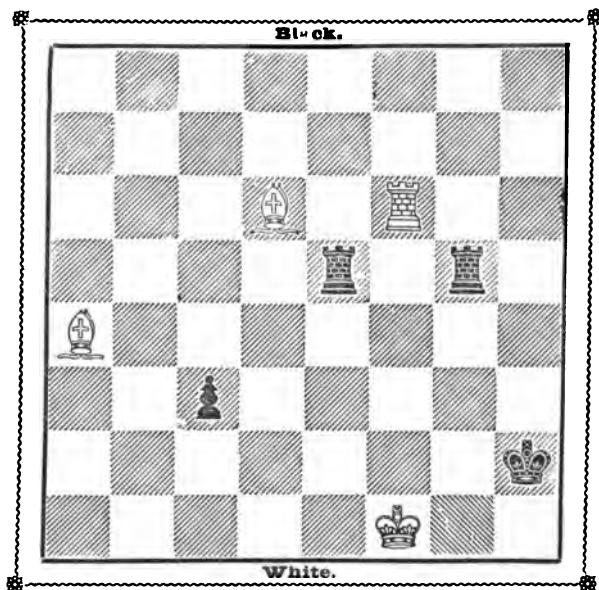
1. B. to K. fifth (dis. check)
2. R. takes R.
3. B. to Q. sixth (check)
4. B. to Q. B. fifth
5. K. to Q. second
6. Kt.'s P. one
7. P. takes R.
8. P. checks
9. B. to Q. fourth
- 10 B. to Kt. second

BLACK.

1. K. to K. second
2. K. takes R.
3. K. to his square
4. K. to Q. second
5. K. to Q. B. second
6. K. to Q. B. third
7. Q. P. takes P.
8. K. takes P.
9. K. to his third

And wins.

NO. IX.



White to move and win.

WHITE.

1. R. to K. R. sixth (check)
2. R. to K. sixth
3. K. to K. Kt. square
4. R. takes R.
5. B. to Q. B. second

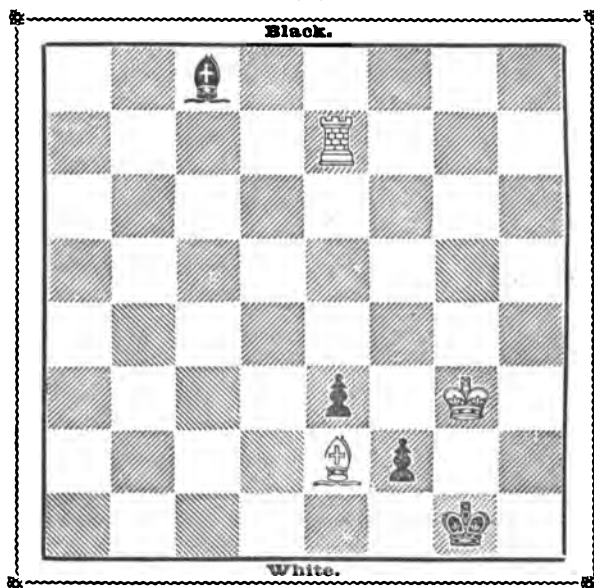
BLACK.

1. K. to K. Kt. sixth
2. R. to K. B. fourth (check)
3. K. to K. B. fifth
4. R. takes R.

And wins.

**ROOK AND BISHOP AGAINST ROOK AND PAWNS, OR
MINOR PIECES AND PAWNS.**

NO. I.



White to move and win.

WHITE.

1. R. to Q. B. seventh
2. B. takes Q.
3. R. to Q. B. square (check)
4. R. takes B.

BLACK.

1. P. Queens (or A)
2. K. takes B.
3. K. Moves

And wins.

(A)

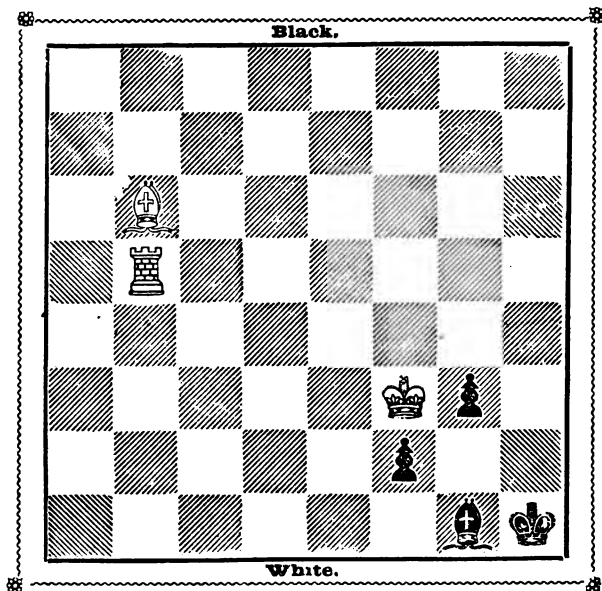
- 1.
2. K. takes B.
3. B. takes Q.
4. K. to K. R. second
5. R. to K. B. seventh (check)
6. K. to K. Kt. second
7. R. to Q. seventh (check)
8. R. to K. seventh
9. K. to K. B. second

1. B. to K. R. sixth
2. P. Queens
3. K. takes B.
4. P. one
5. K. to K. eighth
6. K. to Q. seventh
7. K. to K. eighth
8. K. to Q. seventh

And wins.

In this example great nicety of play is required, and it is a position which may frequently arise in the course of play.

NO. II.



White can only draw.

WHITE.

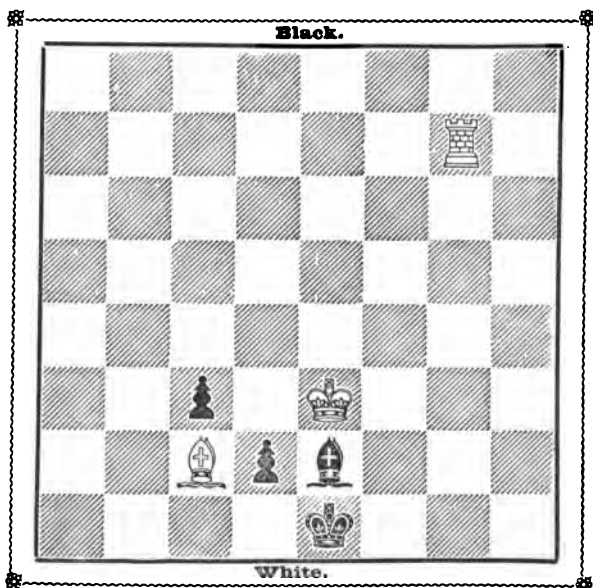
1. R. to K. lt. fifth (check)
2. K. to K. second
3. K. takes Q.
4. K. to K. second
5. B. takes Queen

BLACK

1. B. interposes
2. P. Queens (check)
3. P. one (check)
4. P. Queens
5. K. takes B.

And draws

NO. III.



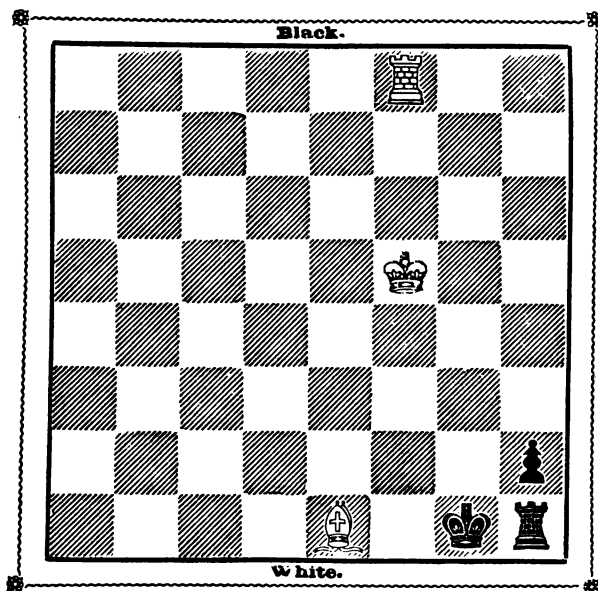
White to move and draw.

- | | |
|--------------------------------|-----------------------|
| 1. R. to K. Kt. square (check) | 1. B. to K. B. eighth |
| 2. R. to K. R. square | 2. P. Queens |
| 3. B. takes Queen | 8. P. one |

And draws.

This example shows how a timely sacrifice may sometimes save the game.

NO. IV.



White to move and win.

WHITE.

1. K. to Kt. fourth
2. R. to B. second (check)
3. R. to Q. R. second
4. B. to Kt. third
5. R. to K. B. second (check)
6. R. takes P. (dis. check)
7. R. to B. second (check)
8. R. to Q. R. second

BLACK.

1. K. to Kt. seventh
2. K. to K. eighth
3. K. to B. eighth
4. R. to Kt. eighth
5. K. to K. eighth
6. K. to B. eighth (or A)
7. K. to K. eighth

And wins.

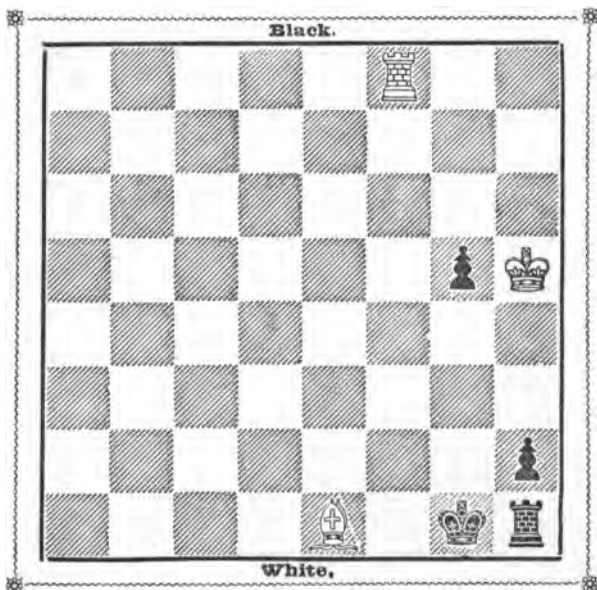
(A)

- 6.
7. R. to Q. R. second
8. B. to K. B. second

6. K. to Q. eighth
7. R. to B. eighth

And wins.

NO. V.



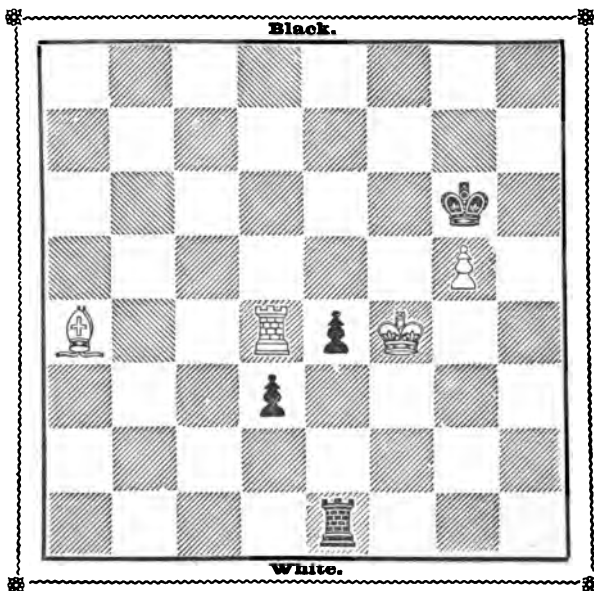
White to move and win

- WHITE.
1. K. to Kt. fourth
 2. R. to B. second (check)
 3. K. to K. B. third
 4. K. to K. second
 5. R. to B. third

- BLACK.
1. K. to Kt. seventh
 2. K. to Kt. eighth
 3. P. one (check)
 4. P. one

And Mates next move.

NO. VI.



White to move and win.

WHITE.

1. B. to K. eighth (check)
2. R. to Q. seventh (check)
3. B. to K. R. fifth
4. R. takes P.
5. R. to Q. eighth (check)
6. R. to Q. seventh (check)
7. K. to K. fifth
8. B. takes P.
9. K. to K. B. sixth
10. R. to Q. square
11. B. to K. B. third
12. B. to K. fourth
13. R. to K. R. square

BLACK.

1. K. to K. Kt. second
2. K. to K. B. square
3. P. to K. sixth (best)
4. P. to K. seventh
5. K. to K. Kt. second (best)
6. K. to K. B. square (or A)
7. R. to K. Kt. eighth
8. R. takes P. (check)
9. K. to K. square
10. R. to Q. B. fourth (a)
11. R. to Q. B. square
12. K. to K. B. square

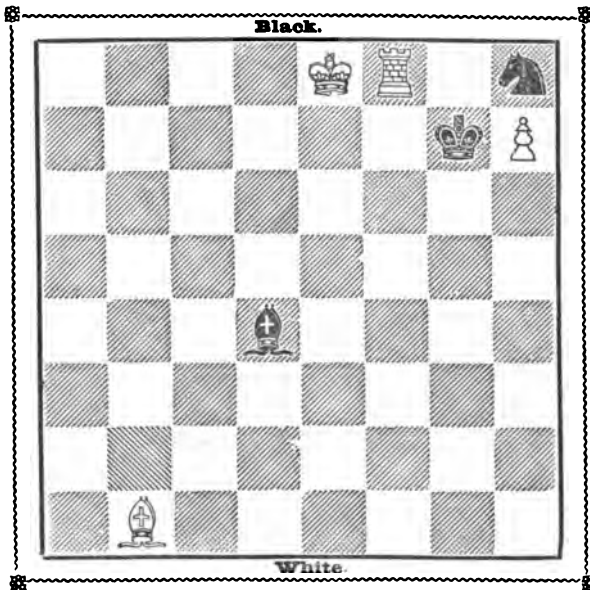
And wins.

(a) If R. went to Q. R. fourth, B. would play to Q. B. fourth, and mate in four moves.

- | | | | |
|-----------------------------|---|-----|------------------------|
| 6. | | (A) | 6. K. to K. Kt. square |
| 7. K. to K. fifth | • | | 7. R. to K. Kt. eighth |
| 8. B. takes P. | | | 8. R. takes P. (check) |
| 9. K. to K. B. sixth | | | 9. R. to Q. B. fourth |
| 10. R. to Q. eighth (check) | | | 10. K. moves |
| 11. B. to Q. third (check) | | | |

And wins.

NO. VII.



White to move and win.

WHITE.

1. R. to K. Kt. eighth (check)
2. R. to K. Kt. fourth
3. R. to Q. B. fourth
4. R. to Q. R. fourth
5. R. to Q. R. fifth
6. R. to Q. Kt. fifth
7. B. to Q. B. second
8. R. to K. Kt. fifth (check)
9. R. to K. Kt. eighth
10. R. to K. Kt. third
11. R. to K. third
12. R. to K. R. third (check)
13. R. to K. Kt. third (check)
14. K. to K. B. eighth
15. R. to K. third
16. R. to K. sixth (check)
17. K. to K. Kt. eighth
18. B. to Q. R. fourth
19. B. to K. eighth
20. R. to Q. Kt. sixth
21. R. to Q. Kt. fifth (check)
22. R. to Q. Kt. seventh
23. R. to K. Kt. seventh (check)
24. R. to Q. B. seventh
25. R. to Q. seventh
26. R. to Q. fifth

BLACK.

1. K. to K. R. third
2. B. to Q. B. fourth (best)
3. B. to Q. R. sixth
4. B. to Q. B. fourth
5. B. to Q. Kt. fifth
6. B. to Q. R. sixth
7. K. to K. Kt. second
8. K. to K. R. third (best)
9. B. to Q. Kt. seventh
10. B. to K. fourth
11. B. to Q. fifth (or A)
12. K. to K. Kt. second
13. K. to K. R. third
14. B. to K. fourth
15. B. to Q. fifth
16. K. to K. Kt. fourth
17. B. to Q. Kt. seventh
18. Kt. to K. Kt. third
19. Kt. to K. R. square
20. B. to Q. B. sixth
21. K. to K. B. fifth
22. K. to K. Kt. fourth
23. K. to K. R. third
24. B. to Q. fifth
25. B. to K. fourth

And wins.

(A)

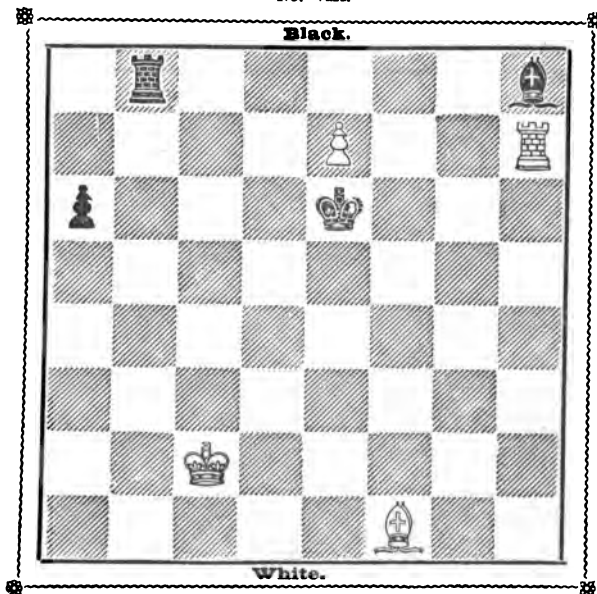
- 11.
12. R. to K. fourth
13. K. to K. B. eighth
14. K. to K. Kt. eighth
15. R. to Q. B. fourth
16. R. to Q. B. fifth (check)
17. B. to Q. square
18. R. to Q. fifth
19. B. to K. R. fifth

11. B. to K. B. fifth
12. B. to Q. seventh
13. B. to Q. B. sixth
14. K. to Kt. fourth
15. B. to Q. Kt. seventh
16. K. to K. R. third (a)
17. B. to Q. fifth
18. B. to Q. B. sixth

And wins.

(a) Had Black played K. to K. B. fifth, White would have won as before.
 This is a very interesting and instructive position.

NO. VIII.



White to move and win.

WHITE.

1. B. to K. R. third (check)
2. B. to Q. seventh
3. P. Queens (check)
4. R. takes B.

BLACK.

1. K. to Q. third
2. K. takes B. (or A)
3. K. takes Q.

And wins.

(A)

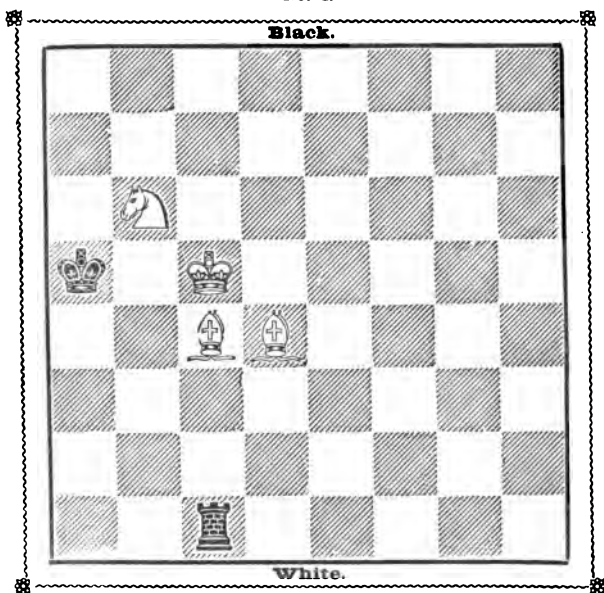
- 2.
3. K. to Q. B. first
4. P. Queens (check)
5. R. takes B.

2. R. to Q. Kt. seventh (check)
3. K. takes B.
4. K. takes Q.

And wins.

ROOK AGAINST THREE MINOR PIECES.

NO. I.



White to move and win.

WHITE.

1. B. to K. fifth
2. Kt. to Q. fifth
3. Kt. to Q. B. third

- 2.
3. B. to Q. Kt. fifth
4. Kt. to Q. B. third

- 2.
3. Kt. to Q. B. third (check)
4. Kt. to Q. Kt. fifth (check)
5. B. to K. B. fourth
6. Kt. to Q. B. third

BLACK

1. R. to Q. B. seventh
2. R. to Q. B. eighth (or A, B)

And wins.

(A)

2. R. to K. Kt. seventh
3. R. to Q. B. seventh (check)

And wins.

(B)

2. K. to Q. R. fifth (best)
3. K. to Q. R. sixth (best)
4. K. to Q. R. fifth
5. K. to Q. R. fourth (or C)

And wins.

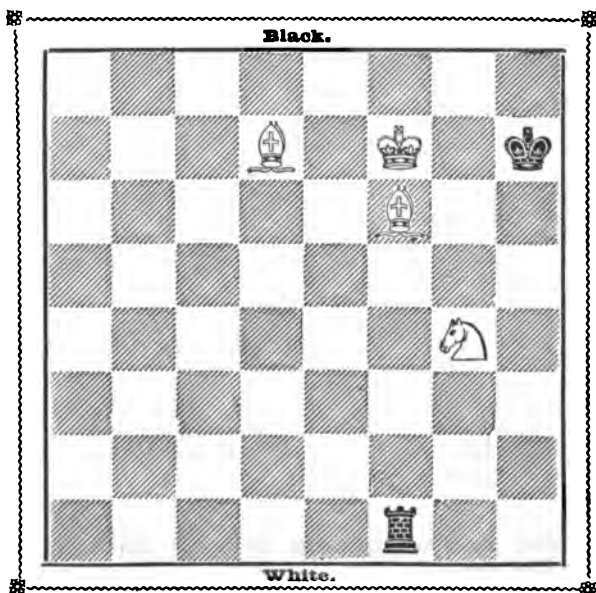
- (C)
- | | | |
|-------------------------------|--|--------------------------------|
| 5. | | 5. R. to Q. Kt. seventh (best) |
| 6. Kt. to Q. B. third (check) | | 6. K. to Q. R. sixth |
| 7. B. to K. R. sixth | | 7. K. to Q. B. seventh (best) |
| 8. Kt. to K. second | | 8. K. to Q. Kt. seventh (or D) |
| 9. K. to Q. Kt. fourth | | |

And wins Rook.

- (D)
- | | | |
|--------------------------------|--|-------------------------|
| 8. | | 8. K. to Q. R. fifth |
| 9. B. to Q. B. square | | 9. K. to Q. R. fourth |
| 10. Kt. to Q. fourth | | 10. R. to K. R. seventh |
| 11. B. to Q. second (check) | | 11. K. to Q. R. fifth |
| 12. B. to Q. Kt. third (check) | | 12. K. to Q. R. sixth |
| 13. B. to Q. B. square (check) | | |

And wins.

NO. II.



White to move and win.

WHITE.

1. B. to Q. Kt. fifth
2. B. to K. seventh
3. B. to K. B. eighth
4. Kt. (checks)
5. B. to Q. seventh
6. B. to Q. B. eighth
7. B. to K. R. third
8. Kt. to K. Kt. fourth
9. B. to Q. seventh

BLACK.

1. R. to Q. eighth (or A, B)
2. R. to Q. fourth (best)
3. R. to K. Kt. fourth (best)
4. K. moves
5. R. to K. Kt. third (best)
6. R. to K. Kt. fourth (best)
7. R. to K. Kt. third (best)
8. R. to K. Kt. square

And wins.

(A)

- 1
2. B. to Q. R. fourth
3. B. to K. fifth

1. R. to K. B. fourth
2. R. to Q. B. fourth
3. R. to Q. B. eighth (a)

And White wins R. in four moves.

(B)

- 1.
2. B. to K. second
3. B. to Q. square
4. B. to K. fifth
5. Kt. to K. B. sixth (check)
6. Kt. to Q. seventh (dis. check)
7. B. to K. Kt. seventh

1. R. to K. B. sixth
2. R. to K. P. fourth (or C)
3. R. to Q. B. fourth
4. R. to Q. B. third (b)
5. K. to R. square (best)
6. K moves

And wins.

(C)

- 2.
3. B. to K. seventh
4. B. to Q. third (check)
5. B. to K. B. fifth
6. Kt. to K. fifth
7. Kt. to Q. seventh

2. R. to Q. R. sixth
3. R. to Q. R. second (or D)
4. K. moves
5. R. to Q. B. second
6. R. to Q. R. second

And wins.

(D)

- 3.
4. Kt. to K. B. sixth (check)
5. B. to K. Kt. fourth
6. Kt. to Q. seventh
7. Kt. to K. B. eighth
8. B. to K. B. fifth
9. Kt. to Q. seventh

2. R. to Q. Kt. sixth
4. K. to R. square (or E)
5. R. to Q. Kt. square
6. R. to Q. Kt. fourth (best)
7. R. to Q. Kt. second
8. R. to Q. B. second

And wins.

(a) Had Black played R. to Q. B. fifth, White would have played B. to Q. seventh, and have won.

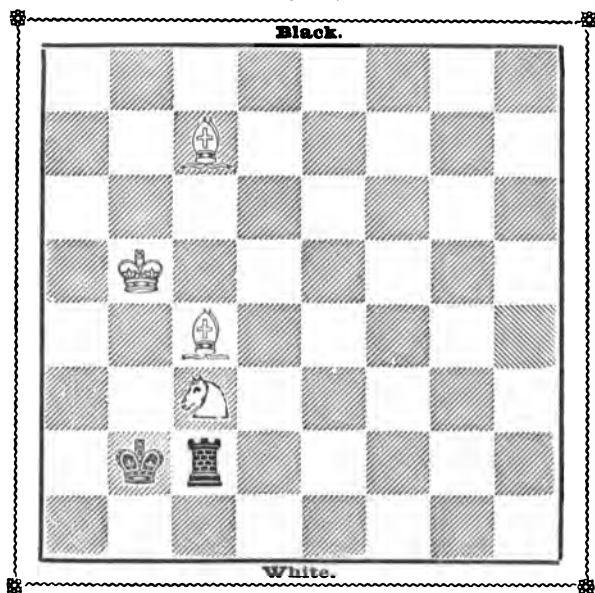
(b) Had Black on his fourth move played R. to Q. B. fifth, White would answer with B. to K. second, winning easily.

- | | |
|---------------------------------|----------------------------------|
| | (E) |
| 4. | 4. K. to R. third |
| 5. Kt. to K. Kt. eighth (check) | 5. K. moves |
| 6. B. to K. Kt. fourth | 6. R. to Q. Kt. fourth |
| 7. B. to K. B. eighth | 7. R. to K. Kt. fourth |
| 8. Kt. (checks) | 8. K. moves |
| 9. B. to Q. seventh | 9. R. to K. Kt. third (best) (c) |
| 10. B. to Q. B. eighth | 10. R. to K. Kt. fourth |
| 11. B. to K. R. sixth | 11. R. to K. Kt. third |
| 12. Kt. to K. Kt. fourth | 12. R. to K. Kt. square |
| 13. B. to Q. seventh | |

And wins.

(c) R. can only play to Kt.'s third and fourth, in order to avoid White playing his B. to Kt. fourth

NO. III.



White to move and win.

- WHITE.
 1. Kt. to Q. square (check)
 2. B. to K. B. fourth (check)
 3. B. to Q. Kt. third

- BLACK.
 1. K. to Q. B. eighth (or A)
 2. K. takes Kt.

And wins.

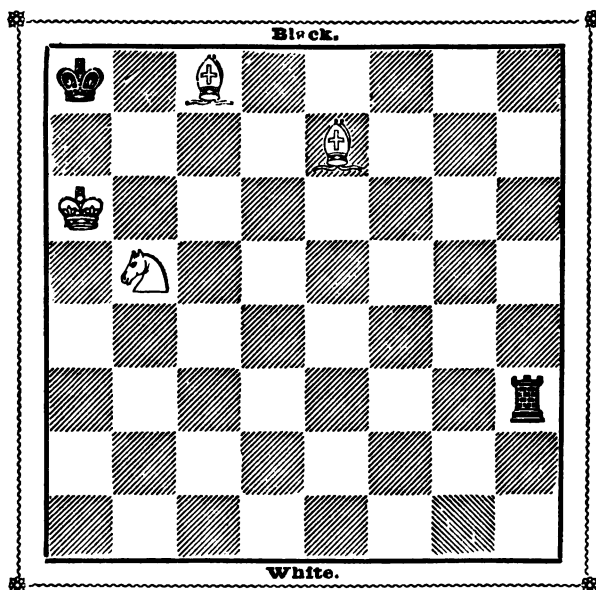
(A)

1.
 2. B. to K. fifth (check)
 3. B. to Q. third

1. K. to R. eighth
 2. K. to Q. Kt. eighth

And wins.

NO. IV.



White, without the advantage of the move, wins.

WHITE.

- 1.
2. B. to Q. sixth
3. B. to K. sixth
4. K. to Q. Kt. sixth
5. K. to Q. B. seventh
6. K. to Q. seventh

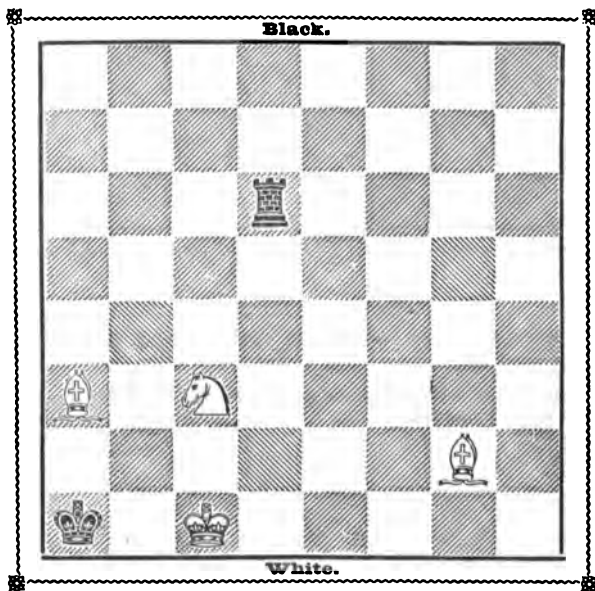
BLACK.

1. R. to K. R. third (check)
2. R. to K. R. second
3. R. to Q. R. second (check) (best)
4. R. to Q. R. third (check) (best)
5. R. to Q. B. third (check)

And wins.

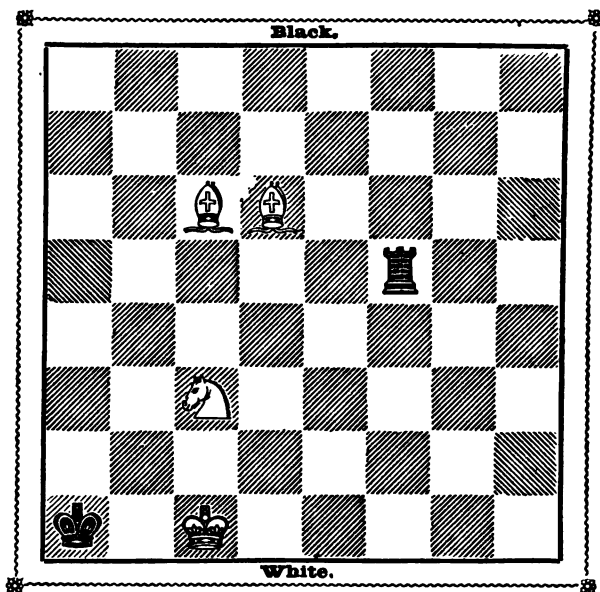
This position is taken from Mr. Walker's Treatise on Chess.

NO. V.



Black has the move and draws, by playing R. to Q. seventh.

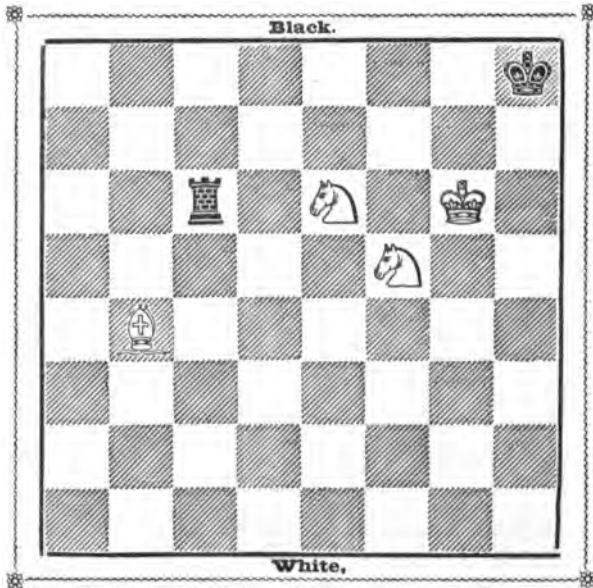
NO. VI.



Black has the move and draws by playing R. to Q. B. fourth.

In this and the preceding example, great care must be observed on the part of White to avoid stalemate.

NO. VII.



White with the move wins, but the Rook generally draws against two Knights and a Bishop.

WHITE.

1. K. to K. B. seventh
2. B. to K. B. eighth

BLACK.

1. K. to K. R. second (or A)

And wins.

(A)

1. B. to K. seventh

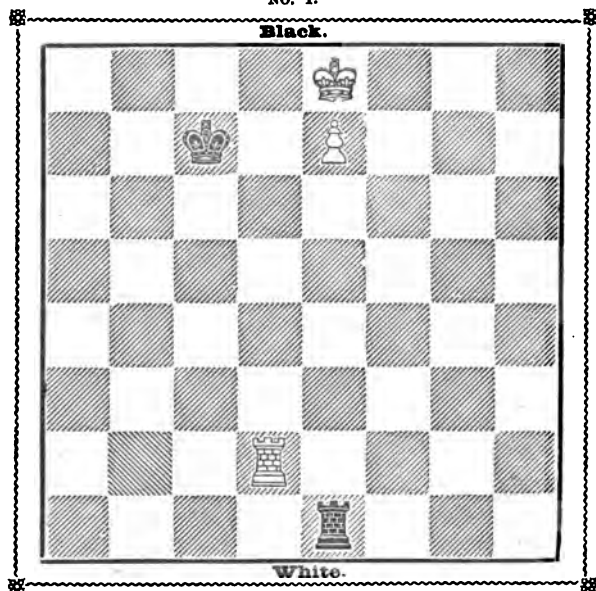
1. R. to Q. B. square or Q. B. eighth

And wins.

N

ROOK WITH AND WITHOUT PAWNS AGAINST SIMILAR FORCES.

NO. I.



White to move and win.

WHITE.

1. R. to Q. B. second (check)
2. K. to Q. eighth
3. R. to Q. second (check)
4. R. to K. second

BLACK.

1. K. to Q. third (or A)
2. R. takes P.
3. K. to K. third

And wins Rook.

(A)

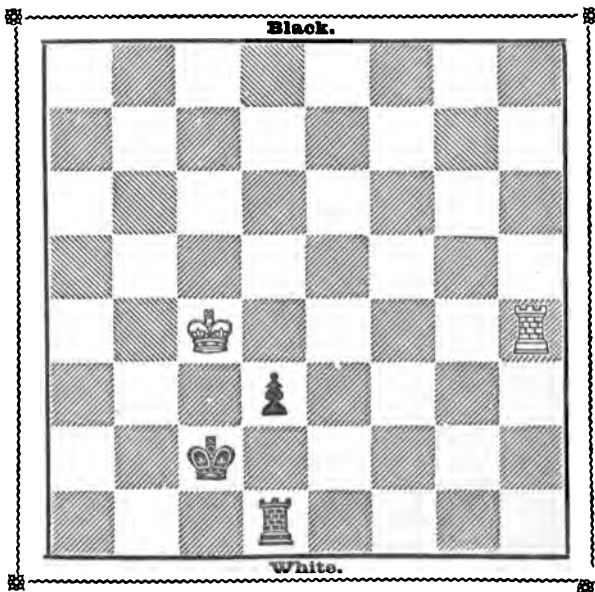
- 1.
2. R. to K. B. second
3. K. to K. B. seventh
4. K. to K. sixth
5. K. to Q. seventh
6. K. to Q. eighth

1. K. to Q. Kt. second
2. R. to K. R. eighth
3. R. to K. R. second (check)
4. R. to K. R. square
5. R. to K. R. second

And wins.

NO. II.

Black.



White to move and draw.

WHITE.

1. R. to K. R. third (a)
2. R. to K. Kt. third
3. R. to K. R. third
4. R. to Q. B. third (check)
5. R. to Q. Kt. third (check)
6. K. to Q. B. third

BLACK.

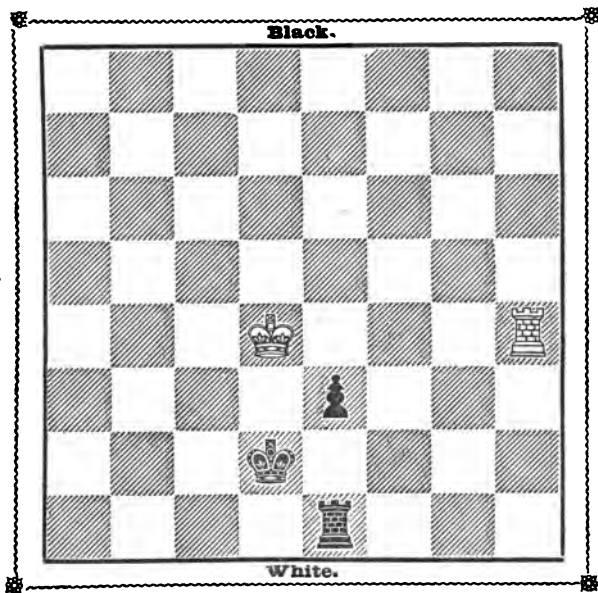
1. R. to Q. seventh
2. R. to Q. eighth
3. P. one
4. K. to Q. Kt. seventh
5. K. to Q. R. seventh

And draws.

All similar positions on the King's side with the Pawn so far advanced are drawn, but the case differs when the pieces are on the Queen's side, as in the following example.

(a) The only move to draw.

NO. III.



Black wins.

WHITE.

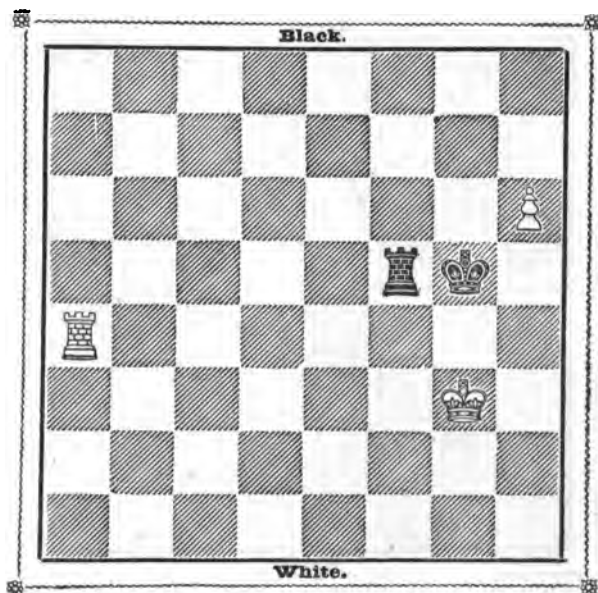
1. R. to K. R. third

BLACK.

| 1. R. to Q. R. eighth

And wins easily.

NO. IV.



White wins.

WHITE.

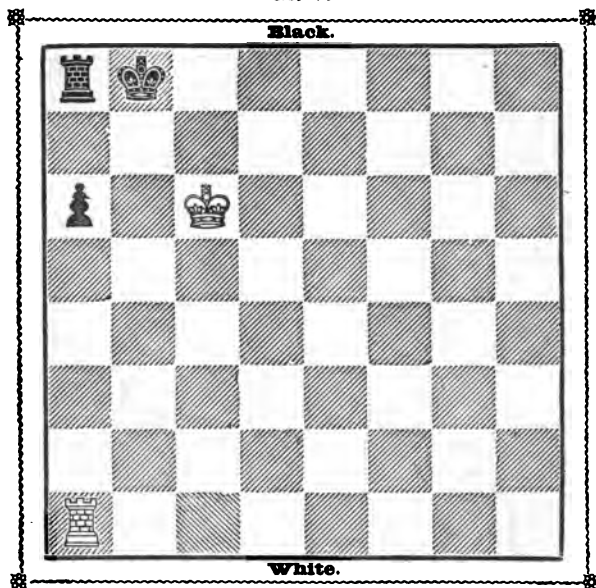
1. P. one
2. R. to K. Kt. fourth (check)
3. R. to Kt. eighth

BLACK.

1. R. to B. square
2. K. to R. third

And wins.

NO. V.



White to move and win.

WHITE.

1. R. to K. R. square
2. R. to K. R. seventh (check)
3. K. to Q. Kt. sixth

BLACK.

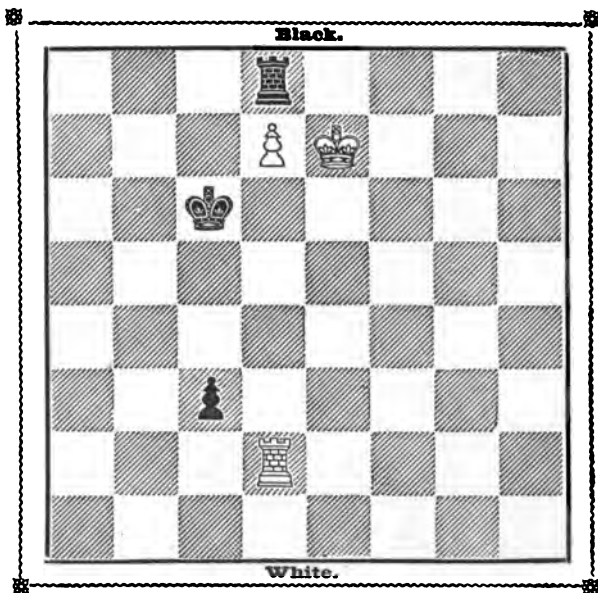
1. K. to Q. R. second (a)
2. K. to Q. Kt. square

And wins.

King and Rook against King and Rook generally draw, but in this instance Black possesses a Pawn, which costs him the game.

(a) Any other move and White would mate with Rook.

NO. VI.



White to move and win.

WHITE.

1. R. to Q. sixth (check)
2. K. takes R.
3. K. to Q. B. seventh
4. R. to Q. B. sixth (check)

And wins.

(A)

- 1.
2. R. to Q. third

And wins.

(B)

- 1.
2. K. takes R.
3. K. to K. eighth
4. P. Queens
5. Q. covers

And wins.

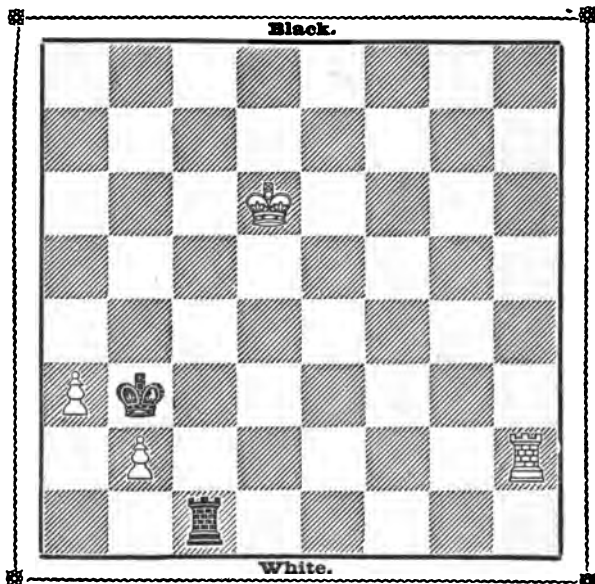
BLACK.

1. K. to Q. B. fourth (or A, B)
2. P. one
3. P. Queens

1. K. to K. Kt. fourth
2. P. one
3. P. Queens
4. Q. to K. sixth (check)

This and the following six examples are every-day positions, but requiring great nicety of play.

NO. VII.



White can only draw.

WHITE.

1. R. to K. R. eighth
2. P. one
3. R. to Q. R. eighth
4. P. one
5. P. one

BLACK

1. K. takes P.
2. R. to Q. R. eighth
3. K. to Q. Kt. sixth
4. K. to Q. Kt. fifth
5. K. to Q. R. fourth (a)

And draws.

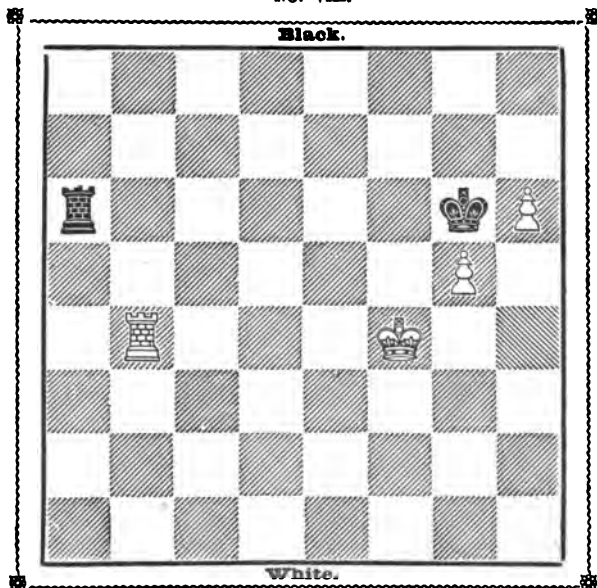
(a) Had Black played K. to Q. Kt. fourth, White would have won as follows:—

- | | | |
|--------------------------------|--|----------------------|
| 6. R. to Q. Kt. eighth (check) | | 6. K. to Q. B. fifth |
| 7. R. to Q. Kt. sixth | | |

And wins.

NO. VIII.

Black.



White can only draw.

WHITE.

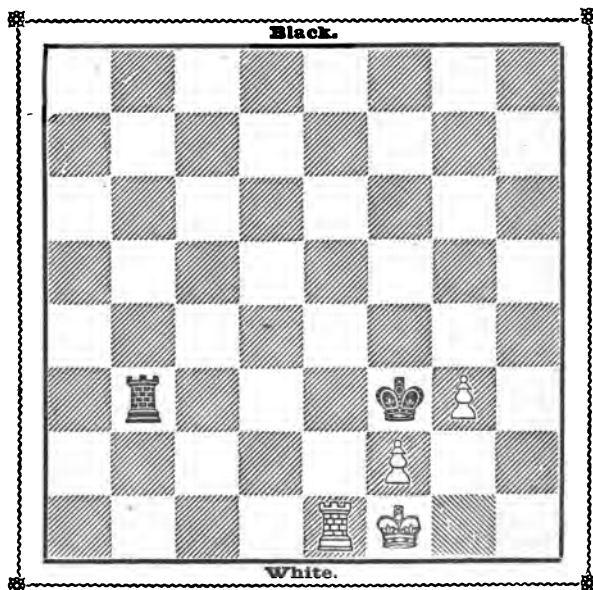
1. R. to Q. fourth
2. R. to Q. eighth
3. K. to K. fifth

BLACK.

1. R. to Q. Kt. third
2. R. to Q. Kt. fifth (check)
3. R. to Q. Kt. second

And draws.

NO. IX.



White to move and win.

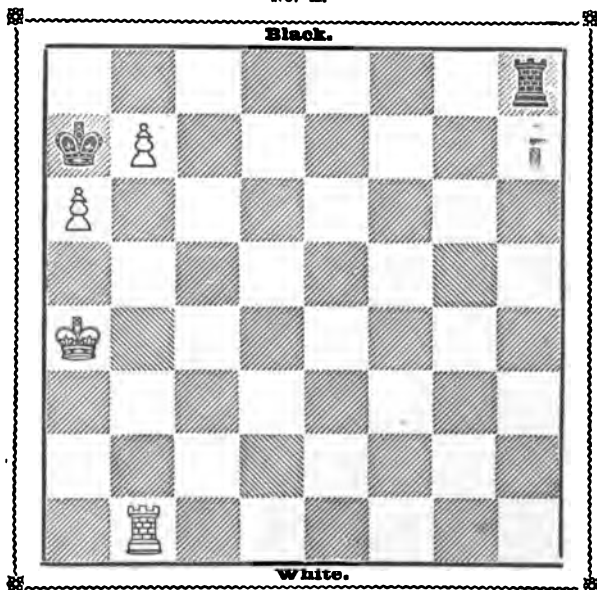
- WHITE.
 1. R. to K. third (check)
 2. P. takes R.

- BLACK.
 1. R. takes R.

And wins easily.

In a position like this, an inexperienced player's first anxiety would be to push on his Pawns with a view to Queening, whilst the adept would simply force the exchange of Rooks, and so win without difficulty.

NO. X.



White wins.

WHITE.

1. K. to Q. R. fifth
2. R. to Q. Kt. fifth
3. R. to Q. Kt. sixth (a)
4. K. to Q. Kt. fourth
5. K. to Q. B. fifth
6. K. to Q. fourth
7. K. to K. fifth
8. K. to K. B. fourth
9. K. to K. Kt. fifth
10. R. to Q. B. sixth
11. K. to K. Kt. sixth
12. K. to K. Kt. seventh
13. K. to K. B. seventh
14. K. to K. seventh
15. K. to Q. sixth
16. K. to Q. B. fifth
17. K. to Q. Kt. sixth

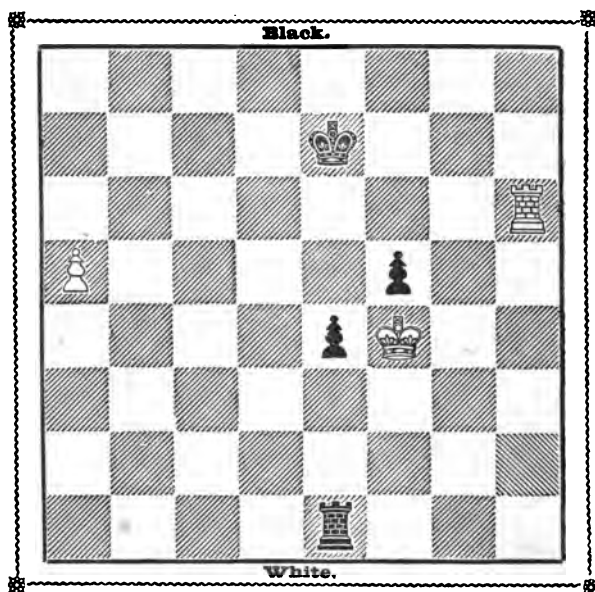
BLACK.

1. R. to K. R. fourth (check)
2. R. to K. R. square
3. R. to K. R. fourth (check)
4. R. to K. R. fifth (check)
5. R. to K. R. fourth (check)
6. R. to K. R. fifth (check)
7. R. to K. R. fourth (check)
8. R. to K. R. fifth (check)
2. R. to K. R. square
10. R. to Q. Kt. square
11. R. to K. B. square
12. R. to Q. square
13. R. to K. R. square
14. R. to K. R. second (check)
15. R. to K. R. third (check)
16. R. to K. R. fourth (check)

And wins.

(a) Had Rook played to Q. B. fifth, Black R. would have moved to K. R. third, drawing.

NO. XI.



White to move and win

WHITE.

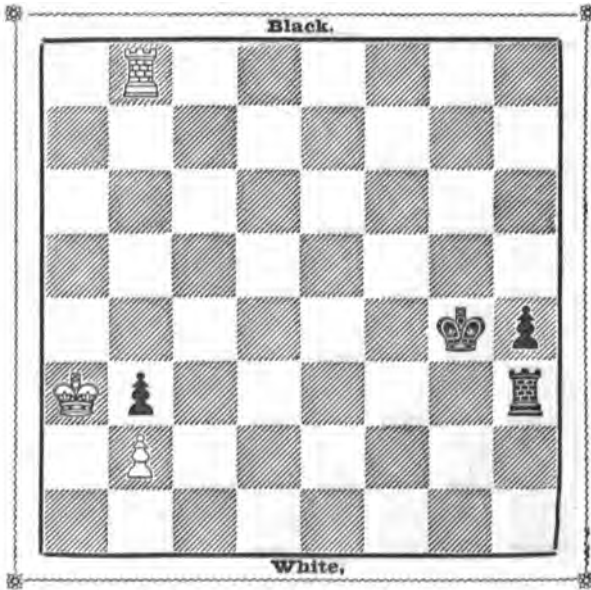
1. P. one
2. P. one
3. R. to K. R. eighth

BLACK.

1. R. to Q. R. eighth
2. K. to K. B. second

And wins.

NO. XII.



White having the move draws.

WHITE.

1. R. to K. Kt. eighth (check)
2. R. to K. R. eighth (check)
3. K. to Q. Kt. fourth
4. K. takes P.
5. K. to Q. R. fourth

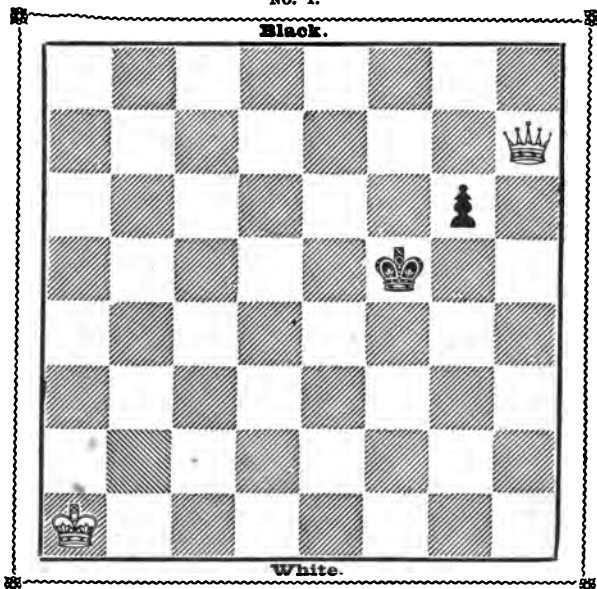
BLACK.

1. K. to K. R. fourth
2. K. to K. Kt. third
3. R. to K. R. seventh
4. P. to K. R. sixth

And draws.

QUEEN AGAINST PAWNS.

NO. I.



White to move and win.

WHITE.

1. K. to Q. Kt. second
2. K. to Q. B. third
3. Q. to K. fourth

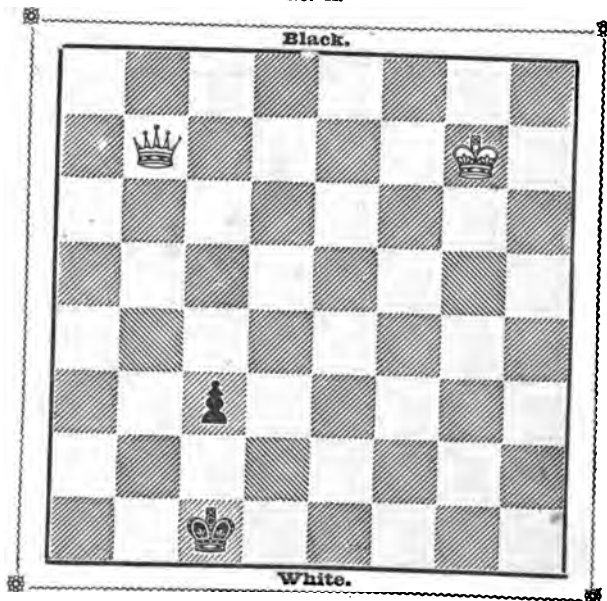
BLACK.

1. K. to K. B. third
2. P. one

And wins.

In this position White has only to advance his King, unless Black pushes on the Pawn.

NO. II.



White to move and win.

WHITE.

1. K. to K. B. sixth
2. K. to K. fifth
3. Q. to Q. Kt. third
4. Q. to Q. R. second
5. K. to Q. fourth
6. Q. to Q. Kt. second
7. K. to Q. third

BLACK

1. K. to Q. eighth
2. P. one
3. K. to Q. seventh
4. K. to Q. eighth
5. K. to Q. seventh
6. K. to Q. eighth

And wins.

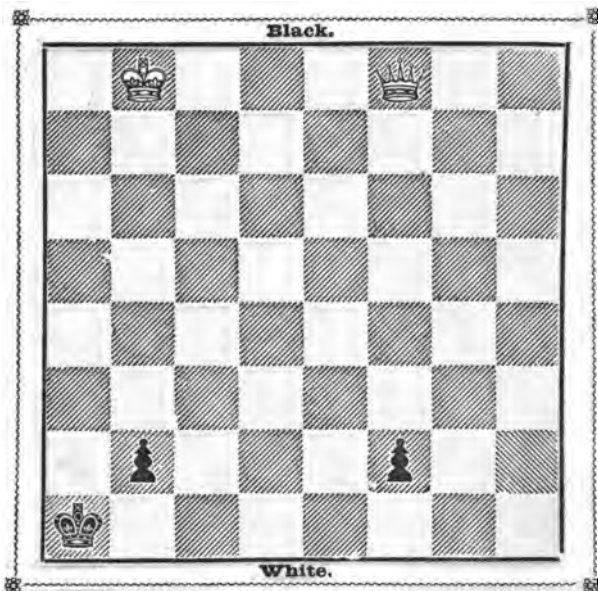
Had White King stood on King's Knight's eighth, the same mode of play would be required as in No. 1. For example:—

1. Q. to K. R. square (check)
2. Q. to K. R. eighth
3. Q. to Q. fourth

1. K. to Q. Kt. seventh
2. K. to Q. Kt. sixth or B. seventh

And wins:

NO. III.



White to move and win.

WHITE.

1. Q. to Q. R. third (check)
2. Q. to Q. R. sixth
3. Q. to K. second (check)
4. Q. to K. B. square

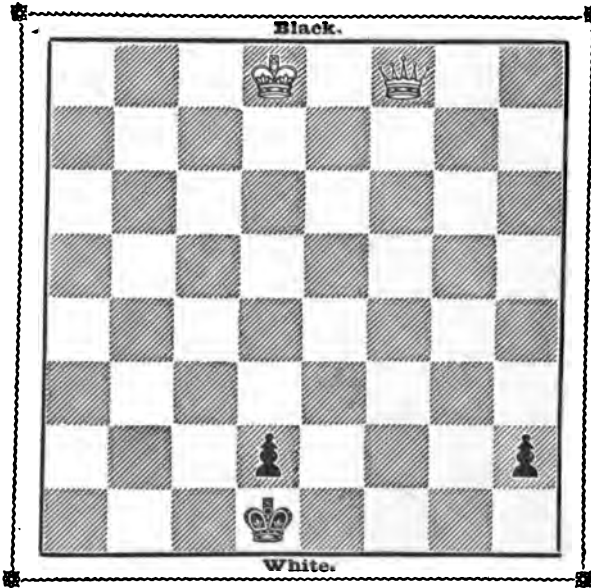
BLACK.

1. K. to Q. Kt. eighth
2. K. to Q. B. seventh (best)
3. K. to Q. B. sixth

And wins.

Examples 3, 4, 5, 6, and 7, embrace a complete system by which the student may know when positions of a similar character are to be won or drawn.

NO. IV.



White to move and win.

WHITE.

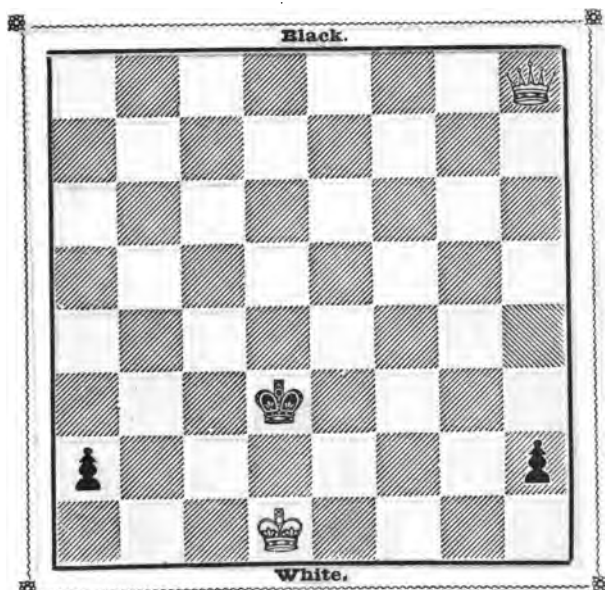
1. Q. to K. B. third (check)
2. Q. to Q. B. sixth (check)
3. Q. to K. R. square

BLACK.

1. K. to Q. B. seventh
2. Any move

And wins.

NO. V.



White has the move and can but draw.

WHITE.

1. Q. to K. R. third (check)
2. Q. to K. R. fourth (check)
3. Q. to K. Kt. fifth (check)
4. Q. to K. Kt. fourth (check)
5. Q. to K. Kt. second (check)
6. Q. to Q. B. second (check)
7. Q. to Q. second (check)
8. Q. to K. square (check)
9. Q. to K. B. square (check)
10. K. to K. second
11. Q. takes Q.
12. Q. to K. B. square (check)
13. K. moves

BLACK.

1. K. to Q. fifth
2. K. to Q. fourth
3. K. to K. fifth
4. K. to Q. fourth
5. K. to Q. B. fourth (best)
6. K. to Q. fifth (best)
7. K. to K. fifth (best) (a)
8. K. to K. B. sixth (or A)
9. K. to K. Kt. sixth
10. P. at Q. R. seventh Queens
11. K. to K. Kt. seventh
12. K. to K. Kt. sixth

And wins.

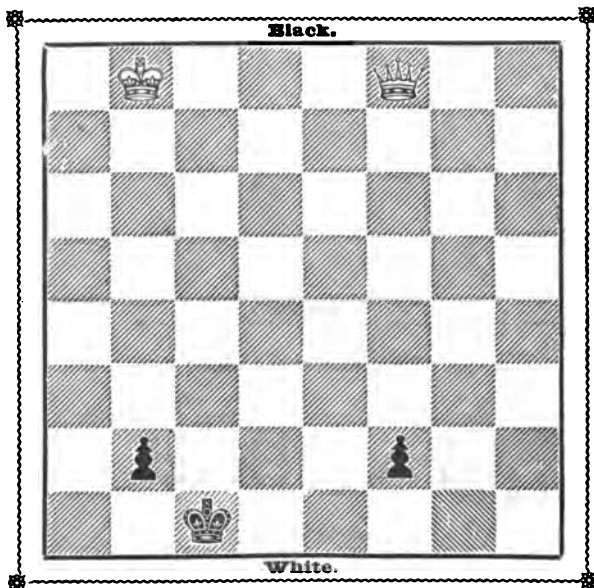
(a) A bad move.

(A)

- | | |
|---------------------------------|--------------------------------|
| 8. | 8. K. to Q. sixth (best) |
| 9. Q. to K. B. square (check) | 9. K. to Q. B. sixth |
| 10. K. to K. second | 10. K. to Q. Kt. seventh |
| 11. K. to Q. second | 11. P. at Q. R. seventh Queens |
| 12. Q. to Q. Kt. fifth (check) | 12. K. to Q. R. seventh |
| 13. Q. to Q. R. fourth (check) | 13. K. to Q. Kt. seventh |
| 14. Q. to Q. Kt. fourth (check) | 14. K. to Q. R. seventh |
| 15. K. to Q. B. second | 15. Q. to Q. eighth (check) |
| 16. K. takes Q. | 16. P. Queens (check) |

And draws.

NO. VI.



White can only draw.

WHITE.

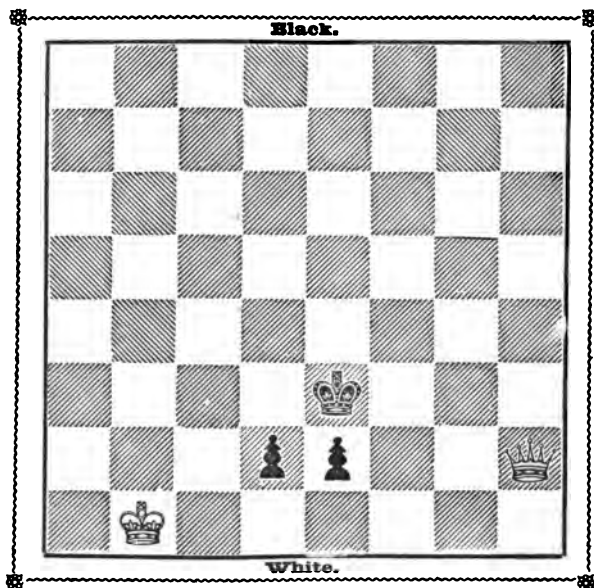
1. Q. to Q. B. fifth (check)
2. Q. to Q. Kt. fifth
3. Q. takes Q. (check)

BLACK.

1. K. to Q. eighth
2. P. to Kt. eighth Queens
3. K. to K. seventh

And draws.

NO. VII.



White to move and win.

WHITE.

1. Q. to K. R. sixth (check)
2. Q. to Q. sixth (check)
3. Q. to Q. B. fifth (check)
4. Q. to Q. B. second (check)
5. Q. to Q. B. third

BLACK.

1. K. to Q. sixth (best)
2. K. to Q. B. sixth (or A)
3. K. to Q. sixth
4. K. to K. sixth

And wins.

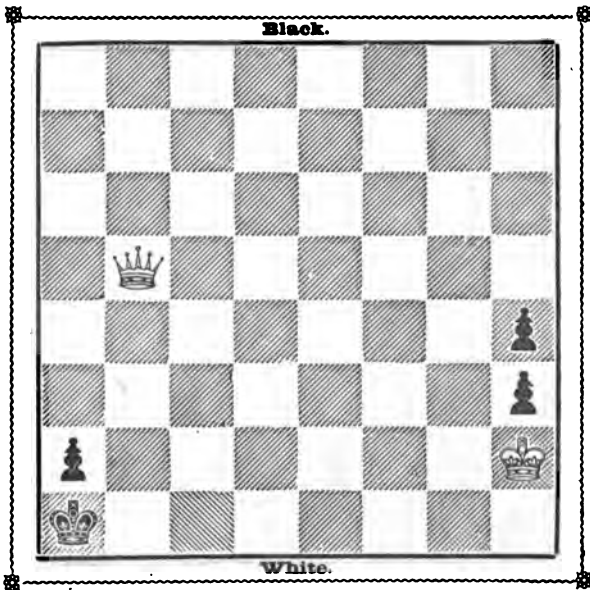
(A)

- 2.
3. Q. to Q. B. fifth (check)
4. Q. to Q. B. fourth (check)
5. Q. to Q. third (check)

2. K. to K. sixth
3. K. to K. fifth
4. K. to K. B. sixth

And wins.

NO. VIII.



White to move and win.

WHITE.

1. Q. to Q. R. fourth (a)
2. Q. to Q. Kt. fourth (check)
3. Q. to Q. R. third
4. Q. to Q. Kt. third (check)
5. Q. takes K. R. P.
6. Q. to K. Kt. second (check)
7. Q. to K. fourth (check)
8. Q. to K. square (check)
9. Q. to Q. Kt. fourth (check)
10. Q. to Q. R. third
11. Q. to Q. Kt. third (check)
12. Q. to Q. B. second

BLACK.

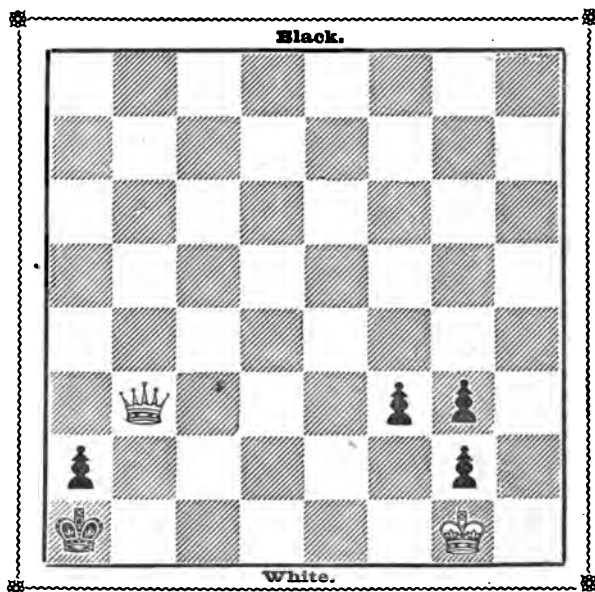
1. K. to Q. Kt. seventh (best)
2. K. to Q. B. seventh
3. K. to Q. Kt. eighth
4. K. to Q. R. eighth
5. K. to Q. Kt. seventh (best)
6. K. to Q. Kt. eighth
7. K. to Q. B. eighth
8. K. to Q. Kt. seventh
9. K. to Q. B. seventh
10. K. to Q. Kt. eighth
11. K. to Q. R. eighth

And wins.

(a) The only move to win.

Positions 8, 9, and 10, differ from the five preceding examples; inasmuch as White is enabled to win in consequence of the confined position of the Black king.

NO. IX.



White to move and win.

WHITE.

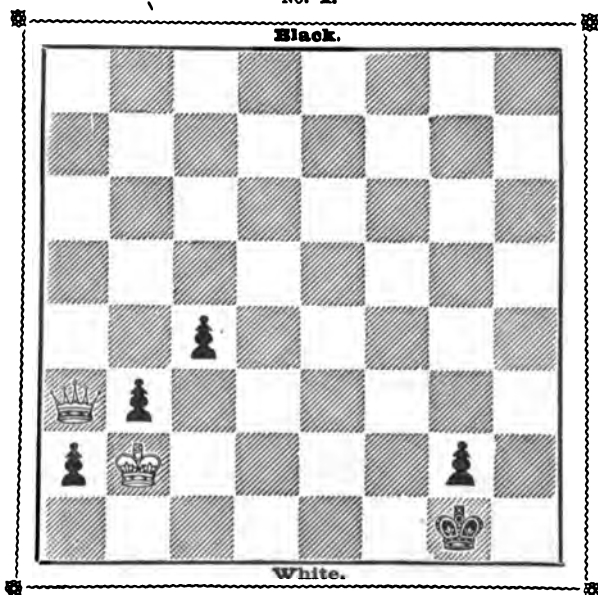
1. Q. to Q. Kt. sixth
2. K. takes Kt. P.
3. K. takes Q.
4. K. to K. second
5. Q. takes Q. (check)
6. K. to Q. second
7. Q. to Q. Kt. sixth (check)
8. Q. to Q. R. fifth (check)
9. Q. to Q. Kt. fourth (check)
10. K. to Q. B. second

BLACK.

1. P. one (check)
2. P. Queens (check)
3. P. one (check)
4. P. Queens
5. K. to Q. Kt. seventh
6. P. Queens
7. K. to Q. R. sixth
8. K. to Q. Kt. seventh
9. K. to Q. R. seventh

And wins.

NO. X.



White to move and win.

WHITE.

1. Q. to Q. B. fifth (check)
2. Q. to K. R. fifth (check)
3. Q. to K. R. third
4. Q. to K. R. fourth (check)
5. Q. to K. square
6. Q. to K. B. second
7. K. to Q. R. square
8. Q. to K. third (check)
9. Q. to K. fifth (check)
10. Q. to K. R. eighth (check)
11. Q. takes P.

BLACK.

1. K. to R. eighth (or A)
2. K. to Kt. eighth
3. K. to B. second (or B)
4. K. to B. sixth (best)
5. K. to Kt. fifth
6. K. to R. sixth (or C)
7. P. to Q. B. sixth (best)
8. K. to R. seventh
9. K. to R. eighth
10. K. to Kt. eighth

And wins.

(A)

- 1.
2. Q. to K. fifth (check)
3. Q. to K. R. eighth (check)
4. Q. to K. B. sixth
5. Q. to K. R. fourth (check)
6. Q. takes P.

1. K. to R. seventh
2. K. to R. eighth (best)
3. K. to Kt. eighth
4. K. to R. seventh
5. K. to Kt. eighth

And wins.

- 3.
4. Q. to K. B. third (check)
5. Q. to K. B. sixth
6. Q. to K. R. fourth

(B)

3. K. to B. eighth
4. K. to Kt. eighth
5. K. to R. eighth

And wins.

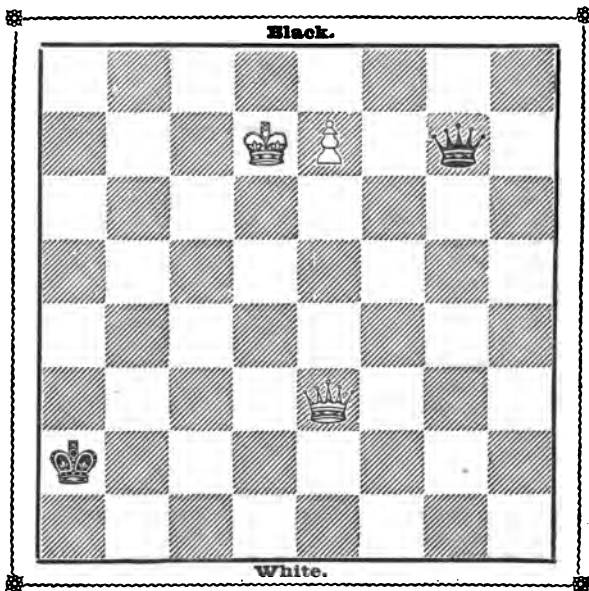
(C)

- | | |
|--------------------------------|------------------------------|
| 6. | 6. P. to Q. B. sixth (check) |
| 7. K. to Q. R. square | 7. K. to R. sixth |
| 8. Q. to K. third (check) | 8. K. to R. fifth |
| 9. Q. to Q. fourth (check) | 9. K. to R. fourth |
| 10. Q. to K. R. eighth (check) | 10. K. to Kt. fifth |
| 11. K. to Kt. seventh (check) | |

And wins.

QUEENS AND PAWNS.

NO. I.



White wins.

WHITE.

1. K. to Q. B. sixth
2. K. to Q. Kt. fifth
3. K. to Q. Kt. fourth
4. K. to Q. B. third
5. K. to Q. third
6. K. to Q. second
7. K. to K. square
8. K. to K. second
9. K. to K. B. square
10. K. to K. square

BLACK.

1. Q. to K. Kt. third (check)
2. Q. to K. square (check) (or A)
3. Q. to Q. Kt. square (check)
4. Q. to Q. Kt. seventh (check)
5. Q. to Q. Kt. fourth (check)
6. Q. to Q. fourth (check) (or B)
7. Q. to K. R. eighth (check)
8. Q. to K. R. fourth (check)
9. Q. to K. square (best)

And wins.

(A)

- 2.
3. K. to Q. Kt. fourth
4. K. to Q. B. third
5. K. to Q. third
6. K. to K. second

2. Q. to K. B. fourth (check)
3. Q. to K. Kt. fifth (check)
4. Q. to K. Kt. second (check)
5. Q. to K. Kt. third (check)

And wins.

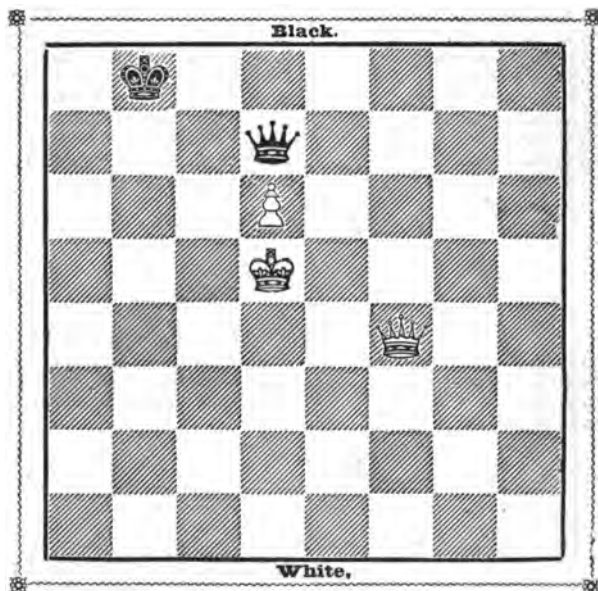
(B)

- 6.
7. K. to K. square
8. K. to K. B. second
9. K. to K. Kt. second
10. K. to K. B. square
11. Q. to K. Kt. square
12. Q. to K. Kt. eighth (check)

6. Q. to Q. Kt. seventh (check)
7. Q. to K. Kt. eighth (check)
8. Q. to K. B. fourth (check)
9. Q. to Q. fourth (check)
10. Q. to K. R. eighth (check)
11. Q. to K. fifth

And wins.

NO. II.



White to move and win.

WHITE.

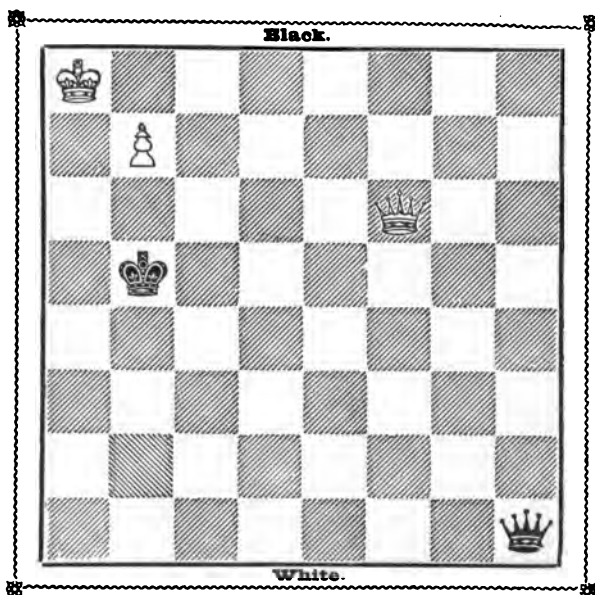
1. Q. to K. B. eighth (check)
2. Q. to K. seventh
3. Q. to K. sixth
4. Q. to K. Kt. eighth (check)
5. Q. takes Q. (check)
6. K. to K. sixth

BLACK.

1. K. to Q. Kt. second
2. K. to Q. B. square
3. K. to Q. square
4. Q. to K. square
5. K. takes Q.

And wins.

NO. III.



White to move and win.

WHITE.

1. Q. to K. B. fifth (check)
2. Q. to K. Kt. sixth (check)
3. K. to Q. R. seventh

And wins.

(A)

- 1.
2. K. to Q. R. seventh
3. K. to Q. R. sixth

And wins.

(B)

- 1.
2. Q. to Q. B. second (check)
3. K. to Q. R. seventh
4. K. to Q. Kt. sixth

And wins.

BLACK.

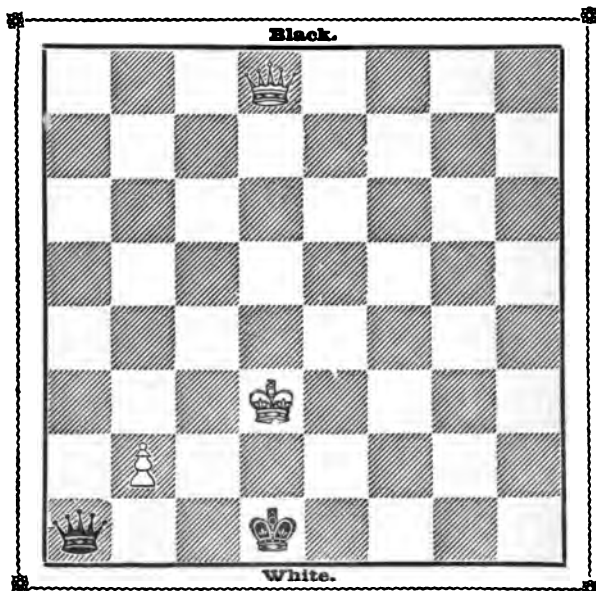
1. K. to Q. R. third (or A, B)
2. K. to Q. R. fourth (a)

1. K. to Q. R. fifth
2. Q. to K. Kt. eighth (check)

1. K. to Q. B. fifth
2. K. to Q. fifth
3. Q. to Q. R. eighth (check)

(a) If Black were to play K. to Kt. fourth he would lose.

NO. IV.



White to move and win.

WHITE.

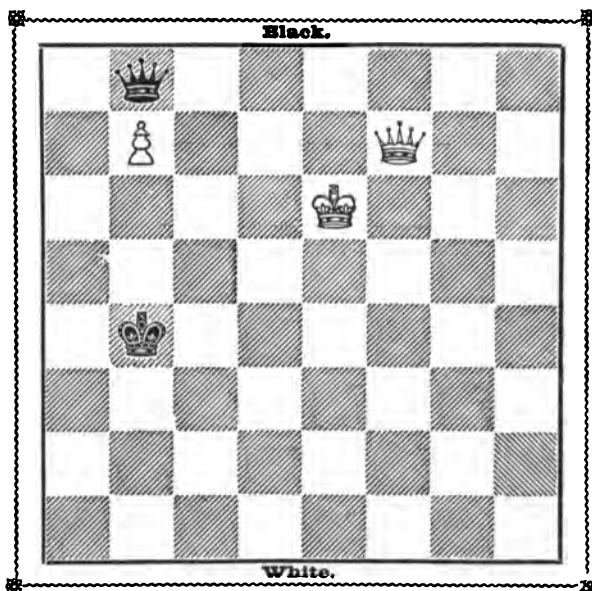
1. Q. to Q. fourth
2. Q. to Q. B. third (check)
3. Q. to Q. B. second (check)
4. P. to Q. Kt. fourth (dis. check)
5. Q. to Q. B. third (check)
6. K. takes Q.

BLACK.

1. K. to Q. B. eighth
2. K. to Q. Kt. eighth
3. K. to Q. R. seventh
4. K. to Q. R. sixth
5. Q. takes Q. (check)

And wins.

NO. V.



White to move and win.

WHITE.

1. Q. to K. B. sixth
2. Q. to K. Kt. seventh
3. K. to Q. fifth
4. K. to Q. B. sixth
5. Q. to K. B. seventh (check)
6. Q. to K. B. second (check)
7. Q. to Q. B. fifth (check)
8. Q. to Q. Kt. sixth (check)
9. Q. to Q. B. seventh

BLACK.

1. K. to Q. B. fifth (or A)
2. K. to Q. Kt. sixth (or B)
3. Q. to Q. square (check) (best)
4. Q. to Q. Kt. square
5. K. to Q. Kt. seventh
6. K. to Q. B. eighth
7. K. to Q. Kt. seventh
8. K. to Q. B. sixth

And wins.

(A)

- 1.
2. K. to Q. sixth
3. K. to Q. B. sixth
4. K. to Q. B. seventh

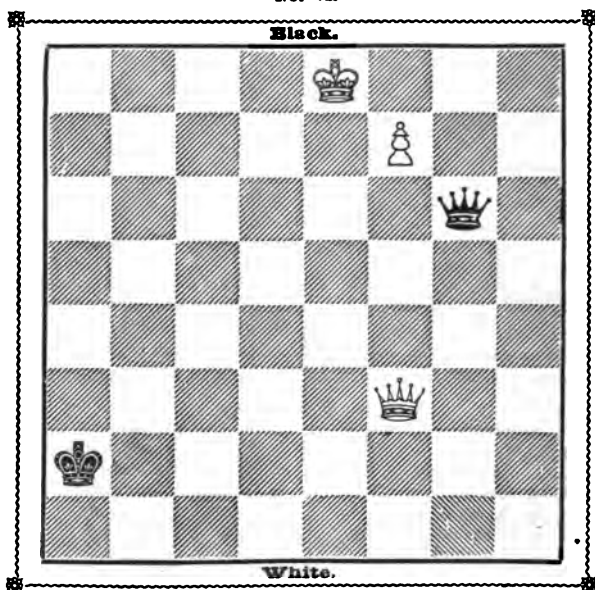
1. Q. to K. square (check)
2. Q. to Q. Kt. square (check)
3. Q. to K. square (check)

And wins.

- | | | | |
|------------------------------|--|-----|--------------------|
| 2. | | (B) | |
| 3. Q. to Q. seventh (check) | | | 2. K. to Q. sixth |
| 4. Q. to Q. B. sixth (check) | | | 3. K. to K. fifth. |

And wins.

NO. VI.



White wins.

- WHITE.
1. K. to Q. seventh
 2. K. to Q. B. eighth
 3. K. to Q. Kt. seventh
 4. K. to Q. R. eighth

- BLACK.
1. Q. to K. R. second (or A)
 2. Q. to Q. B. seventh (check)
 3. Q. to Q. Kt. seventh (check) (or B)

And wins.

(A)

- 1.
2. K. to Q. B. sixth
3. K. to Q. Kt. fifth
4. K. to Q. B. fourth
5. K. to Q. third
6. K. to K. second
7. K. to K. B. square
8. Q. to K. second (check)
9. Q. to K. eighth

1. Q. to K. Kt. second
2. Q. to K. R. third (check) (or C)
3. Q. to K. Kt. fourth (check)
4. Q. to K. R. fifth (check) (or D)
5. Q. to Q. square (check)
6. Q. to K. second (check)
7. Q. to K. B. square
8. K. to Q. Kt. sixth

And wins.

(B)

- 3.
4. K. to Q. R. eighth

3. Q. to K. R. second

And wins.

(C)

- 2.
3. K. to Q. Kt. fifth
4. K. to Q. B. fourth
5. K. to Q. third
6. K. to Q. second
7. K. to K. second
8. K. to K. B. second
9. K. to K. Kt. second
10. K. to K. R. second
11. K. to K. Kt. square
12. K. to K. B. square
13. Q. to K. B. sixth (check)
14. Q. to K. Kt. sixth (check)
15. Q. to K. Kt. eighth

2. Q. to K. B. square
3. Q. to Q. Kt. square (check) (best)
4. Q. to Q. B. square (check)
5. Q. to Q. R. third (check)
6. Q. to Q. R. fourth (check)
7. Q. to Q. Kt. fourth (check)
8. Q. to Q. Kt. third (check)
9. Q. to K. Kt. third (check)
10. Q. to Q. third (check)
11. Q. to K. B. square
12. K. to Q. R. eighth (best)
13. K. to Q. Kt. eighth
14. K. to Q. R. seventh

And wins.

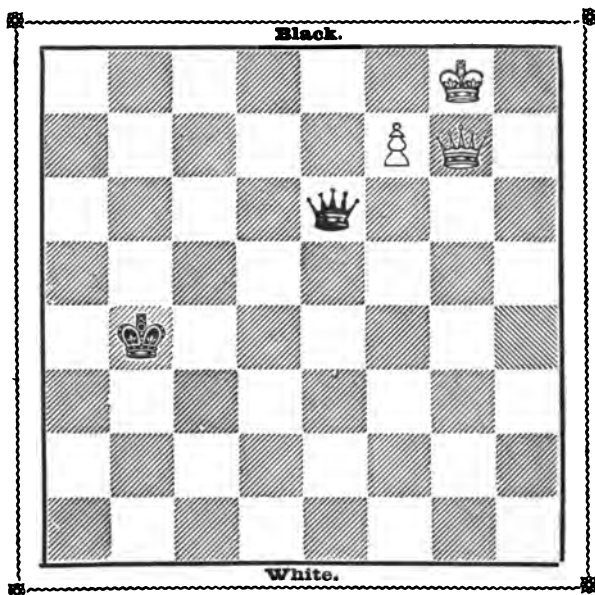
(D)

- 4.
5. K. to Q. third
6. K. to K. second
7. K. to K. B. square

4. Q. to Q. B. eighth (check)
5. Q. to Q. R. sixth (check)
6. Q. to K. B. square

And wins.

NO. VII.



White wins.

WHITE.

1. Q. to Q. fourth (check)
2. K. to K. Kt. seventh
3. Q. to Q. fifth
4. Q. to K. B. third (check)
5. K. to K. R. sixth
6. K. to K. R. seventh
7. Q. to K. Kt. fourth (check)
8. Q. to K. Kt. seventh

BLACK.

1. K. to Q. R. sixth (best) (or A)
2. Q. to K. second
3. Q. to Q. R. second (best)
4. K. to Q. Kt. fifth (or B)
5. Q. to Q. Kt. third (check)
6. Q. to Q. R. second
7. K. moves

And wins.

- (A)
- 1.
 2. K. to K. Kt. seventh
 3. Q. to Q. fifth (check)
 4. K. to K. Kt. eighth
1. K. to Q. Kt. sixth or fourth, or Q. R. fourth
 2. Q. to K. second
 3. K. moves

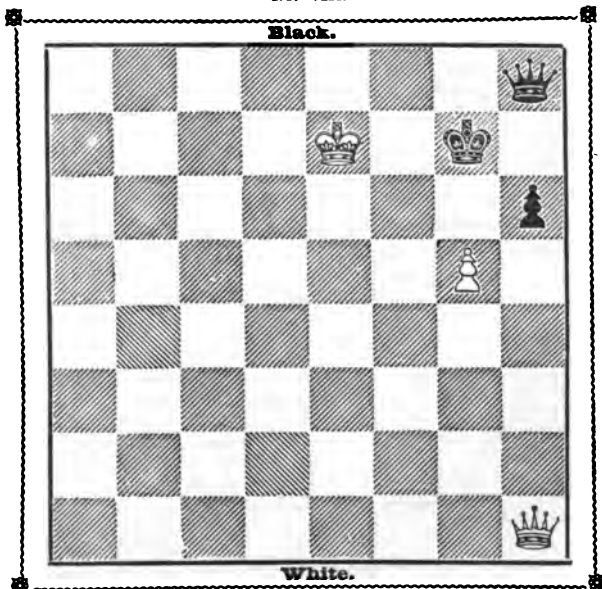
And wins.

- (B)
- 4.
 5. Q. to Q. square (check)
 6. Q. to Q. Kt. square (check)
 7. K. to K. Kt. eighth
4. K. to Q. R. fifth
 5. K. to Q. Kt. fourth or fifth
 6. K. moves

And wins.

NO. VIII.

Black.



White.

White to move and win.

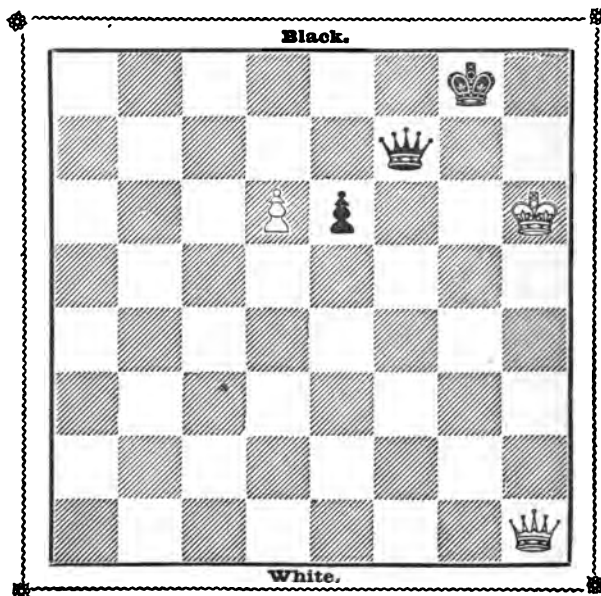
WHITE.

1. Q. to Q. R. square (check)
2. Q. to Q. R. second (check)
3. Q. to Q. B. second (check)
4. Q. to Q. B. third (check)
5. Q. to Q. B. fourth (check)
6. Q. to K. fourth (check)
7. Q. to K. fifth (check)
8. Q. to K. sixth (check)
9. Q. to K. B. fifth (check)
10. Q. mates

BLACK.

1. K. to K. Kt. square (best)
2. K. to K. R. second
3. K. to K. Kt. second
4. K. to K. Kt. square
5. K. to K. R. second
6. K. to K. Kt. second
7. K. to K. Kt. square
8. K. to K. R. second
9. K. moves

NO. IX.



White to move and win.

WHITE.

1. Q. to K. Kt. second (check)
2. Q. to Q. R. eighth (check)
3. Q. to Q. Kt. seventh
4. K. to K. Kt. sixth
5. K. to K. B. sixth
6. K. takes P.
7. Q. to K. seventh (check)
8. P. takes Q. (check)
9. K. to Q. sixth

BLACK

1. K. to K. B. square (best)
2. Q. to K. square
3. Q. to Q. square (or A)
4. Q. to K. square (check)
5. Q. to Q. square (check)
6. Q. to K. square (check)
7. Q. takes Q. (check)
8. K. to K. square

And wins.

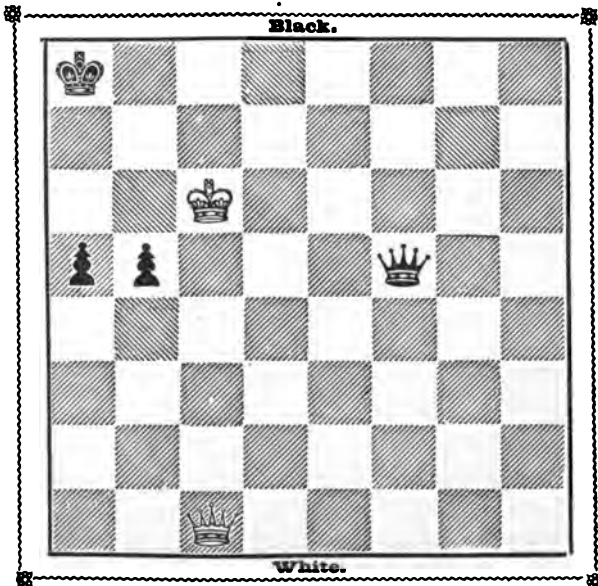
(A)

- 3..
4. Q. to Q. B. eighth (check)
5. P. to Q. seventh

3. Q. to K. B. second
4. Q. to K. square

And wins.

NO. X.



White to move and win.

CHess STUDIES.

WHITE.

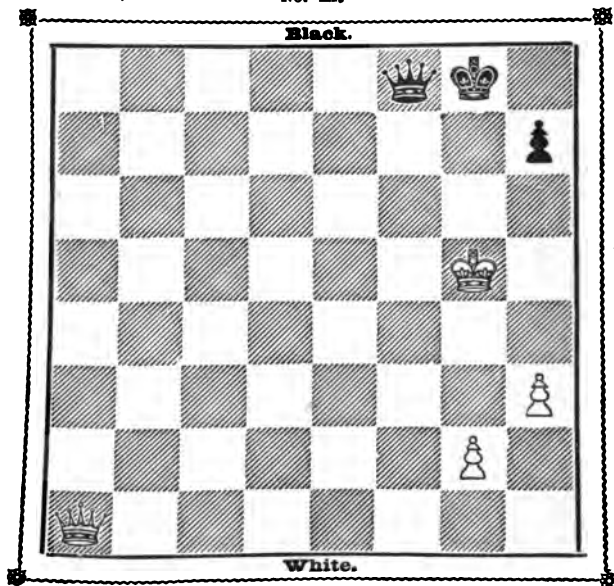
1. Q. to Q. R. square
2. K. to Q. Kt. sixth (dis. check)
3. Q. to K. R. second (check)
4. Q. to K. Kt. second (check)
5. Q. to K. Kt. third (check)
6. Q. to K. B. third (check)
7. Q. to K. B. fourth (check)
8. Q. to K. fourth (check)
9. Q. to K. seventh

BLACK.

1. Q. to Q. B. square (check)
2. K. to Q. Kt. square
3. K. to Q. R. square
4. K. to Q. Kt. square
5. K. to Q. R. square
6. K. to Q. Kt. square
7. K. to Q. R. square
8. K. to Q. Kt. square

And wins.

NO. XI.



White wins

WHITE.

1. Q. to Q. R. second (check)
2. Q. to Q. Kt. second (check)
3. Q. to Q. Kt. third (check)
4. Q. to Q. B. third (check)
5. Q. to Q. B. fourth (check)
6. Q. to Q. fourth (check)
7. Q. to Q. fifth (check)
8. Q. to K. fifth (check)
9. Q. to K. sixth (check)
10. Q. to K. B. sixth (check) (a)
11. K. takes Q.
12. K. to K. Kt. fifth
13. P. to K. R. fourth
14. K. to K. R. sixth
15. P. to K. Kt. third

BLACK.

1. K. moves
2. "
3. "
4. "
5. "
6. "
7. "
8. "
9. "
10. Q. takes Q. (best) (check)
11. K. to K. Kt. square
12. K. to K. Kt. second
13. K. to K. Kt. square (or A)
14. K. to K. R. square

And wins.

(A)

- 13.
14. K. to K. R. sixth
15. P. to K. Kt. fourth

13. K. to K. R. square
14. K. to K. Kt. square

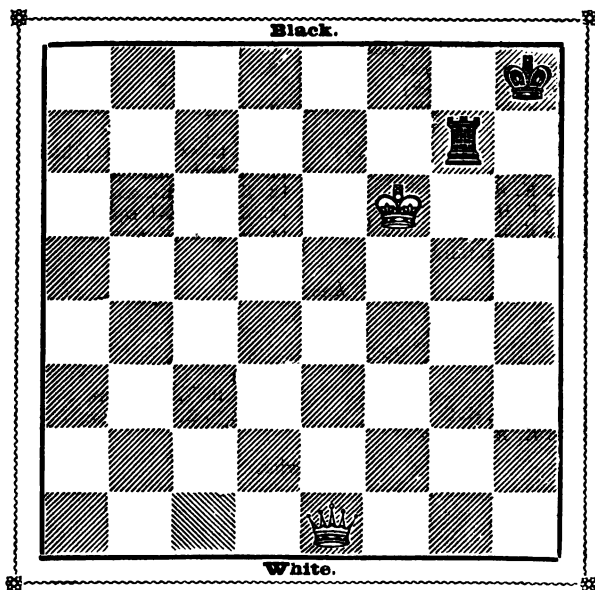
And wins.

(a) The only move of winning is to force the exchange of Queens.

Q

QUEEN AGAINST ROOK, WITH AND WITHOUT PAWNS.

NO. I.



White to move and win.

WHITE.

1. Q. to K. R. square (check)
2. Q. to K. R. fifth
3. Q. to Q. fifth (check)
4. Q. to Q. third (check)
5. Q. to Q. eighth

BLACK

1. K. to K. Kt. square
2. R. to Q. B. second (or A, B. C)
3. K. to K. R. second
4. K. to K. Kt. square

And wins.

(A)

- 2.
3. Q. to K. Kt. fourth (check)
4. Q. to K. R. fourth (check)
5. Q. to K. Kt. third (check)
6. Q. to K. R. second (check)
7. Q. to Q. Kt. eighth (check)

2. R. to Q. R. second
3. K. to K. R. square
4. K. to K. Kt. square
5. K. to K. R. second
6. K. to K. Kt. square

And wins.

- | | | | |
|-------------------------------|--|-----|------------------------|
| 2. | | (B) | 2. R. to K. Kt. sixth |
| 3. Q. to K. eighth (check) | | | 3. K. to K. R. second |
| 4. Q. to K. fourth (check) | | | 4. K. to K. Kt. square |
| 5. Q. to Q. B. fourth (check) | | | 5. K. to K. R. square |
| 6. Q. to K. R. fourth (check) | | | |

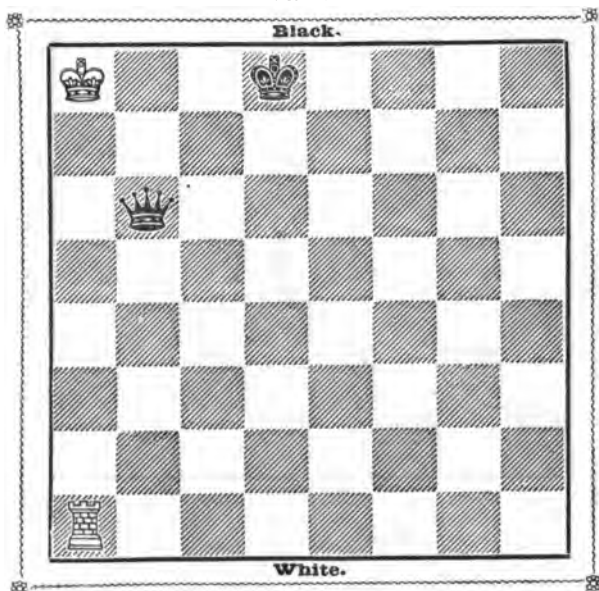
And wins.

- | | | | |
|--------------------------------|--|-----|------------------------------|
| | | (C) | 2. R. to K. Kt. eighth |
| 2. | | | 3. K. to K. R. second |
| 3. Q. to K. eighth (check) | | | 4. K. to K. R. square (best) |
| 4. Q. to Q. seventh (check) | | | 5. K. to K. R. second |
| 5. Q. to Q. B. eighth (check) | | | 6. K. to K. Kt. square |
| 6. Q. to Q. B. seventh (check) | | | 7. K. to K. R. second |
| 7. Q. to Q. Kt. eighth (check) | | | |
| 8. Q. to K. R. second (check) | | | |

And wins.

King and Queen win against King and Rook, but it has not hitherto been shewn with sufficient clearness how the Rook may be won when separated from the King.

NO. II.



White has the move and can but draw.

WHITE.

1. R. to Q. square (check)
2. R. to Q. B. square (check)
3. R. to Q. B. eighth (check)
4. R. to Q. B. seventh (check)
5. R. to K. seventh (check)
6. R. to Q. seventh (check)
7. R. to Q. B. seventh (check)

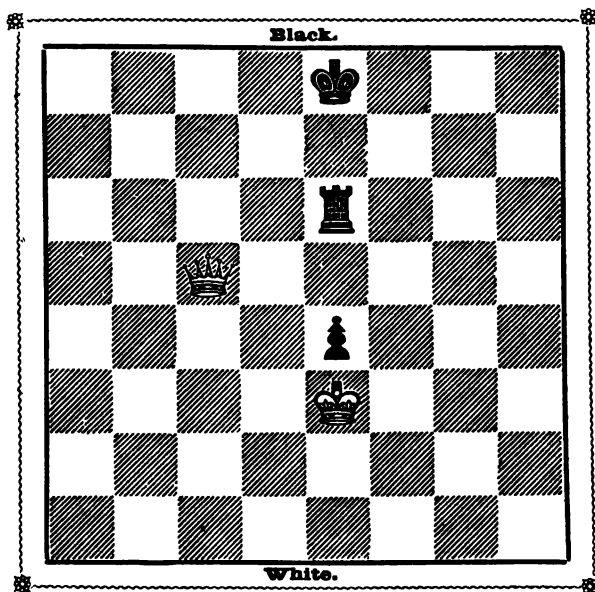
BLACK.

1. K. to Q. B. square
2. K. to Q. square
3. K. to Q. second
4. K. to K. third
5. K. to Q. fourth
6. K. to Q. B. fifth

And draws.

An exception to the rule laid down in No. 1.

NO. III.



White to move and win.

WHITE.

1. Q. to Q. B. seventh
2. Q. to Q. seventh
3. Q. to K. B. fifth (check)
4. Q. to K. R. fifth (check)
5. Q. to K. Kt. sixth
6. Q. to K. B. sixth (check)
7. K. to Q. second
8. K. to K. second

BLACK.

1. K. to K. B. square
2. R. to K. second
3. K. to K. square
4. K. to K. B. square (or A, B)
5. R. to K. square
6. K. to K. Kt. square
7. P. one (check)

And wins.

(A)

- 4.
5. Q. to Q. Kt. fifth
6. Q. to Q. fifth (check)
7. K. to K. B. fourth
8. K. to K. B. fifth
9. K. to K. fifth
10. Q. to Q. B. fifth (check)
11. Q. to Q. fourth (check)
12. Q. to Q. R. fourth (check)
13. Q. to Q. R. fifth (check)
14. Q. to Q. B. seventh (check)
15. K. takes R.

4. K. to Q. square
5. R. to K. third
6. K. to K. second
7. P. one
8. R. to K. B. third (check)
9. P. one
10. K. to Q. second
11. K. to K. square
12. K. to Q. square
13. K. to K. second
14. K. to K. square

And wins.

(B)

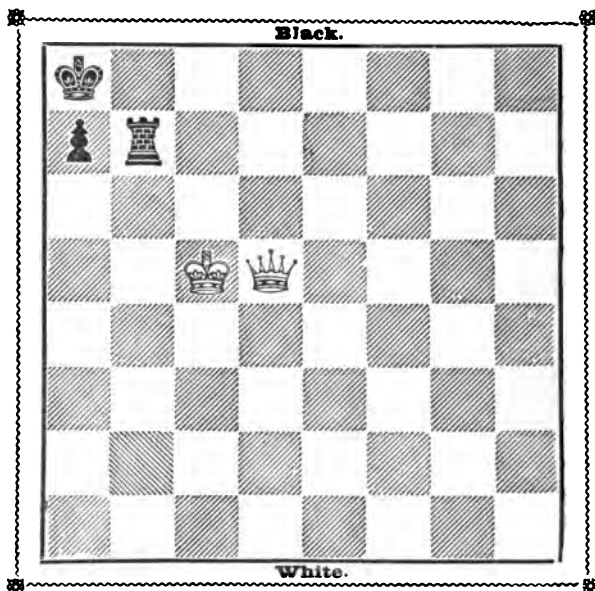
- 4.
5. Q. to Q. Kt. fifth (check)
6. Q. to Q. R. sixth (check)
7. Q. to Q. R. fourth (check)
8. Q. to Q. square
9. Q. to Q. second
10. Q. to Q. fourth
11. Q. to Q. fifth
12. Q. to Q. B. fifth (check)
13. Q. to Q. Kt. fifth (check)
14. Q. to Q. B. sixth (check)
15. K. to K. B. second
16. K. to K. second
17. Q. to Q. sixth (check)
18. K. to K. B. square
19. K. to K. square

4. K. to Q. second
5. K. to Q. third
6. K. to Q. second
7. K. to Q. B. second
8. R. to K. fourth
9. R. to K. third
10. R. to K. second
11. R. to K. square
12. K. to Q. second
13. K. to Q. square
14. R. to K. second
15. P. one (check)
16. R. to K. square
17. K. to Q. B. square
18. P. one (check)

And wins.

Were Black's Pawn only one or two squares from Queening, White could not win.

NO. IV.



White to move and win.

WHITE.

1. Q. to Q. B. sixth
2. Q. to Q. eighth (check)
3. Q. to Q. R. eighth

BLACK.

1. K. to Q. Kt. square (or A)
2. K. to Q. B. second

And wins.

(A)

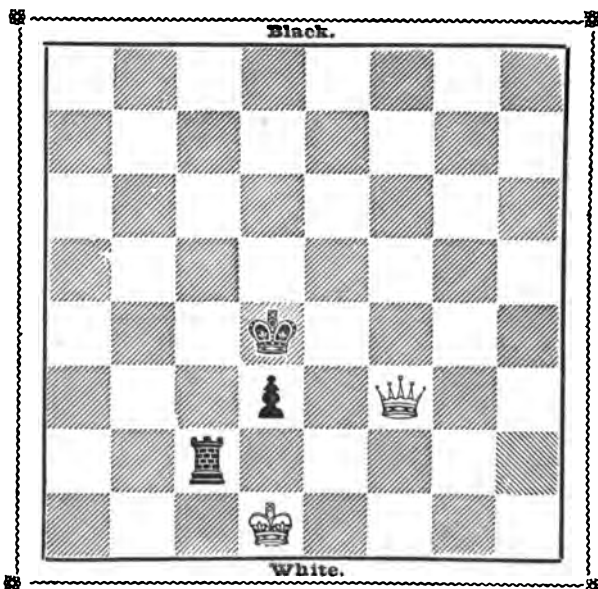
- 1.
2. Q. to Q. R. sixth (check)
3. Q. takes P.

1. P. two squares
2. K. moves (best)

And wins.

These and the following examples add to those given by Philidor, who was the first to give a sound analysis of such positions. A careful study of these examples cannot fail to improve the student, and will exhibit the most systematic modes of winning or drawing with similar forces.

NO. V.



White to move and win.

WHITE.

1. Q. to K. B. fourth (check)
2. Q. to K. third
3. Q. to K. fourth (check)
4. Q. to Q. fifth
5. K. to K. square
6. K. to K. B. square
7. Q. to Q. B. fifth
8. K. to K. Kt. second
9. Q. to K. B. second (check)
10. Q. to K. F. fifth
11. K. to K. B. second
12. K. to K. third
13. Q. to Q. B. fifth (check)
14. Q. to Q. R. fifth

BLACK.

1. K. to Q. fourth
2. K. to Q. B. fifth
3. K. to Q. B. sixth
4. R. to Q. seventh (check)
5. R. to K. seventh (check)
6. K. to Q. seventh
7. R. to K. fifth
8. K. to K. seventh
9. K. to Q. eighth
10. R. to Q. fifth (or A)
11. R. to Q. square
12. K. to Q. B. seventh
12. K. to Q. eighth

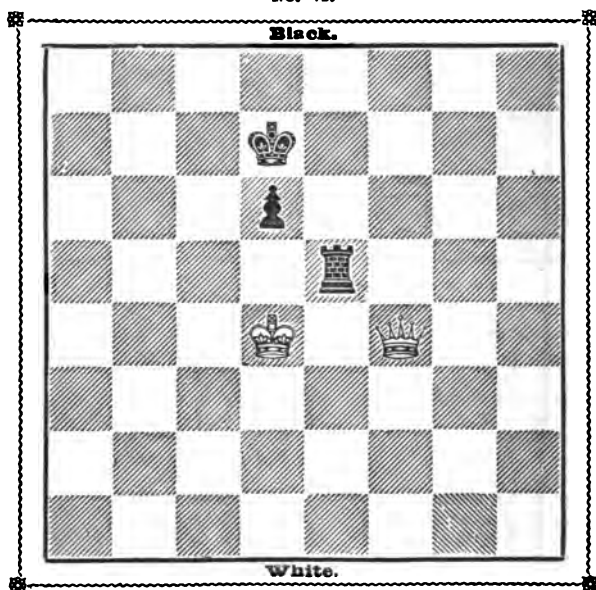
And wins.

(A)

- | | | |
|--------------------------------|--|------------------------------|
| 10. | | 10. R. to K. seventh (check) |
| 11. K. to K. B. third | | 11. K. to Q. B. seventh |
| 12. Q. to Q. B. eighth (check) | | 12. K. to Q. seventh |
| 13. Q. to Q. B. fifth | | 13. R. to K. eighth |
| 14. Q. to Q. R. fifth (check) | | 14. K. to Q. eighth |
| 15. Q. to Q. Kt. fourth | | 15. R. to K. seventh (best) |
| 16. Q. to Q. B. third | | 16. R. to Q. seventh |
| 17. Q. to Q. B. fourth | | |

And wins.

NO. VI.



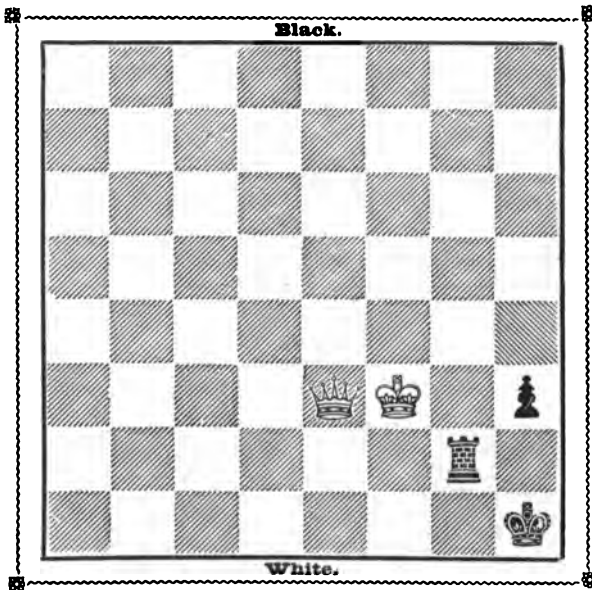
White to move and win.

- WHITE.
1. Q. to K. B. third
 2. Q. to K. Kt. second
 3. Q. to K. Kt. seventh (check)
 4. Q. to K. B. eighth (check)
 5. Q. to K. B. seventh (check)
 6. Q. to K. sixth
 7. Q. to K. seventh (check)
 8. Q. to Q. eighth

- BLACK.
1. K. to Q. B. second
 2. R. to Q. B. fourth
 3. K. to Q. square
 4. K. to Q. second
 5. K. to Q. square
 6. K. to Q. B. second
 7. K. to Q. B. third

And wins.

NO. VII.

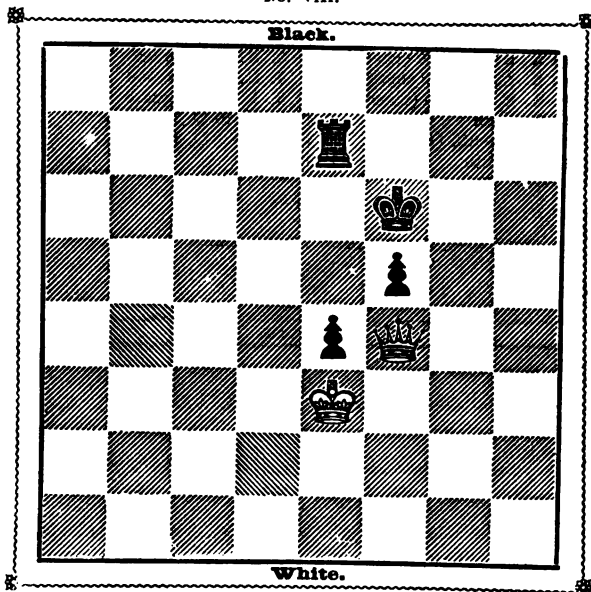


White with or without the move can only draw. (a)

(a) The White King cannot pass the Rook, and consequently the game is drawn.

CHESS STUDIES.

NO. VIII.



White to move and win.

WHITE.

1. Q. to K. R. fourth (check)
2. Q. to K. Kt. fifth
3. Q. to K. B. fourth
4. Q. to K. Kt. fifth
5. Q. to K. B. sixth (check)
6. K. to K. B. fourth

BLACK.

1. K. to K. B. second (best)
2. R. to K. fourth (or A)
3. K. to K. third (best)
4. K. to Q. third
5. K. to Q. fourth

And wins.

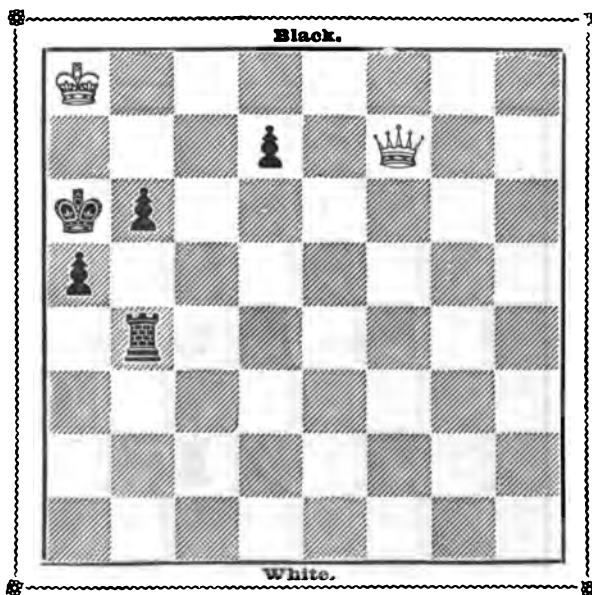
(A)

- 2.
3. K. to K. B. fourth
4. Q. to K. Kt. sixth (check)
5. K. to K. fifth
6. Q. to Q. sixth (check)
7. K. to K. sixth

2. K. to K. third
3. R. to K. B. second
4. K. to K. second (best)
5. P. to K. sixth
6. K. to K. square

And wins.

NO. IX.



White to move and win.

WHITE.

1. Q. to K. B. square (check)
2. Q. to Q. B. fourth
3. Q. takes P. (check)
4. Q. to Q. B. fourth (check)
5. Q. to Q. third
6. K. to Q. Kt. eighth
7. K. to Q. R. eighth
8. K. to Q. Kt. eighth
9. Q. mates

BLACK.

1. R. to Q. Kt. fourth
2. P. to Q. R. fifth
3. R. to Q. R. fourth
4. R. to Q. Kt. fourth (or A)
5. P. one
6. P. one
7. P. one
8. K. to Q. R. fourth

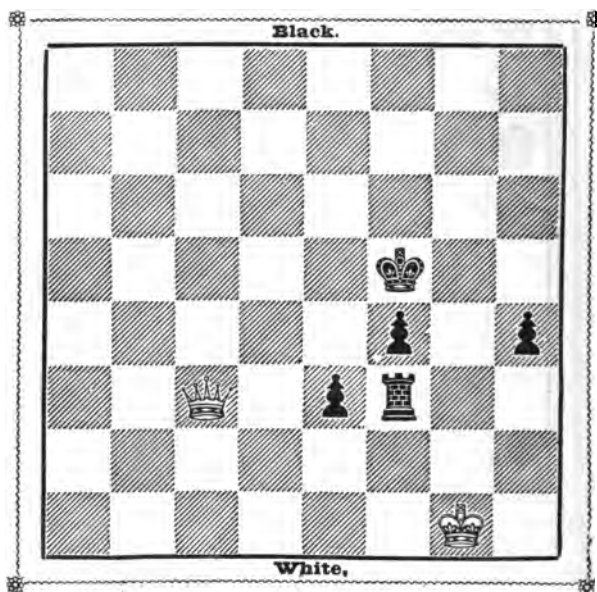
(A)

4. P. to Q. Kt. fourth

- 4.
5. Q. to Q. B. seventh

And wins.

NO. X.



White to move and win

WHITE.

1. Q. to Q. B. eighth (check)
2. Q. to K. Kt. eighth (check)
3. Q. to K. sixth (check)
4. Q. to Q. fifth (check)
5. Q. to Q. seventh (check)
6. Q. to Q. Kt. fifth (check)
7. Q. to K. second
8. K. to K. R. second

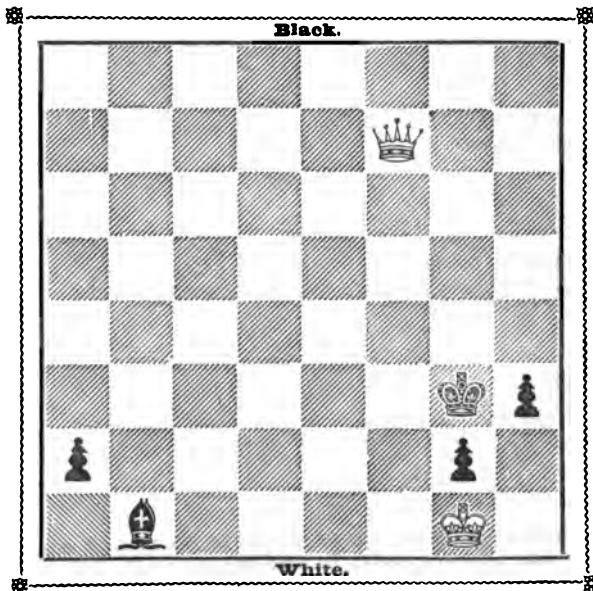
BLACK.

1. K. to K. Kt. fourth (best)
2. K. to K. R. third
3. K. to K. Kt. fourth
4. K. to K. Kt. fifth
5. K. to K. Kt. fourth
6. K. to K. Kt. fifth
7. P. to K. R. sixth

And wins.

**QUEEN WITH AND WITHOUT PAWNS, AGAINST MINOR
PIECES, WITH AND WITHOUT PAWNS.**

NO. I.



White to move and win.

R

WHITE.

1. Q. to Q. B. seventh (check)
2. Q. to K. fifth
3. Q. to Q. fourth
4. Q. to Q. B. third
5. K. to K. B. second
6. Q. to Q. Kt. third (check)
7. Q. takes Q. R. P.
8. Q. to Q. B. fourth (check)
9. Q. to Q. fourth (check)
10. Q. to Q. B. fifth (check)
11. Q. to Q. Kt. sixth (check)
12. Q. to Q. R. seventh (check)
13. Q. to Q. Kt. eighth (check)

BLACK.

1. K. to K. Kt. fifth (best)
2. K. to K. B. sixth
3. K. to K. seventh (or A)
4. K. to Q. eighth
5. B. to K. fifth
6. K. to Q. B. eighth
7. P. to K. R. seventh
8. K. to Q. seventh
9. K. to Q. B. eighth
10. K. to Q. Kt. eighth
11. K. to Q. R. seventh
12. K. to Q. Kt. sixth

And wins

(A)

- 3.
4. Q. to K. B. second (check)
5. Q. to K. B. sixth
6. Q. to K. Kt. fifth (check)
7. Q. to K. fifth
8. K. to K. B. second

3. K. to K. Kt. sixth
4. K. to K. Kt. fifth
5. K. to K. Kt. sixth (or B)
6. K. to K. B. sixth
7. K. to K. Kt. fifth

And wins.

(B)

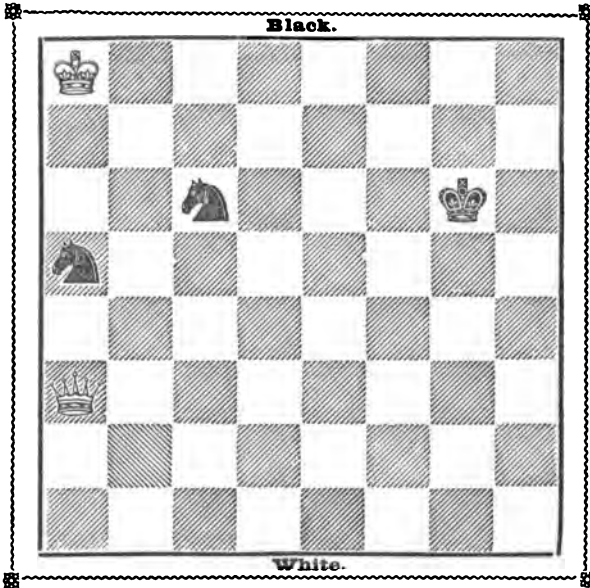
- 5.
6. K. to K. B. second
7. Q. to K. B. third (check)
8. Q. to Q. fifth (check)

5. K. to K. R. fourth
6. B. to K. Kt. third
7. K. to K. Kt. fourth

And wins.

Careful manoeuvring is required on the part of the White Queen to prevent Q. R. Pawn from Queening, and at the same time to force Black King away from the defence of his other Pawn. If Black remove his Bishop from K. Kt. eighth the important pawn falls an easy sacrifice.

NO. II.



Drawn Game.

WHITE.

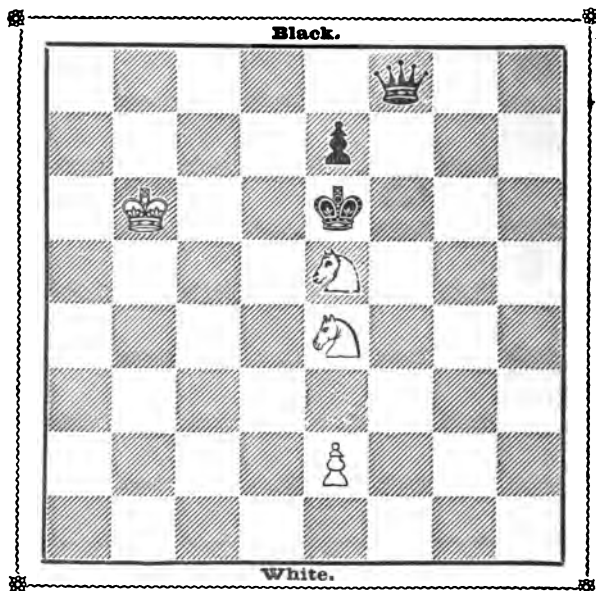
BLACK

1. Q. to K. B. eighth

| 1. Kt. to K. fourth

And Black, by playing properly, will draw the Game.

NO. III.



White to move and win

WHITE.

1. Kt. to Q. B. fifth (check)
2. P. to K. fourth (check)

BLACK.

1. K. to K. B. fourth (or A, B)

And draws.

(A)

- 1.
2. P. to K. fourth (check)

1. K. to Q. fourth

And draws.

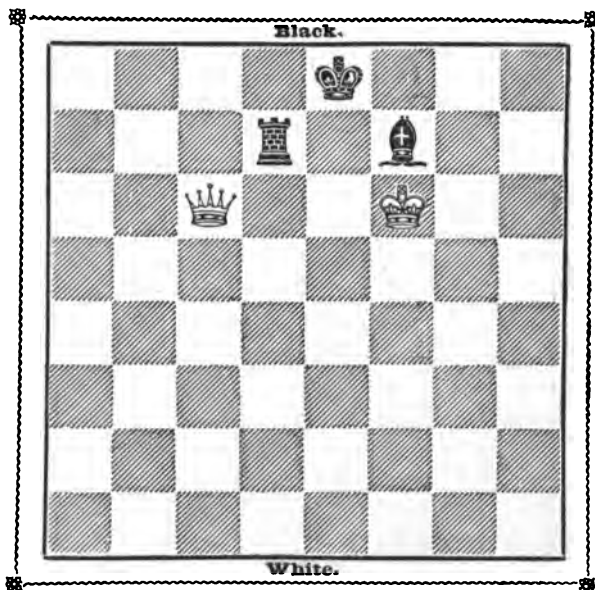
(B)

- 1.
2. Kt. to Q. B. fourth (check)
3. Kt. to K. third (check)

1. K. to Q. third
2. K. to Q. fourth

And draws.

NO. IV.



White to move and win.

WHITE.

1. Q. to Q. Kt. fifth
2. Q. to Q. Kt. eighth (check)
3. Q. to Q. B. seventh
4. Q. to K. fifth (check)

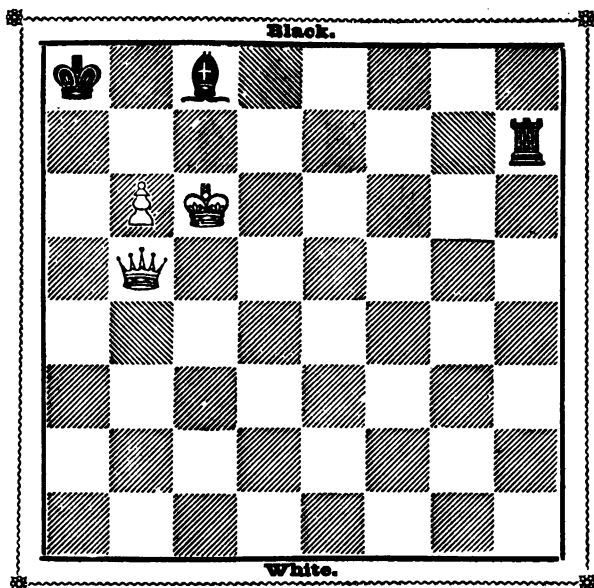
BLACK

1. B. to Q. fourth (best)
2. R. to Q. square
3. R. to Q. second

And wins.

R. and B. against Q. usually draw, but positions sometimes arise, as in this and the four following examples, in which the Queen possesses the Mating power against those forces, particularly when aided by a Pawn.

NO. V.



White to move and win.

WHITE.

1. Q. to Q. R. fourth (check)
2. Q. to K. B. fourth (check)
3. Q. to K. B. eighth
4. Q. to Q. sixth (check)
5. Q. to Q. R. third (check)
6. Q. to K. Kt. third (check)
7. Q. to K. Kt. eighth

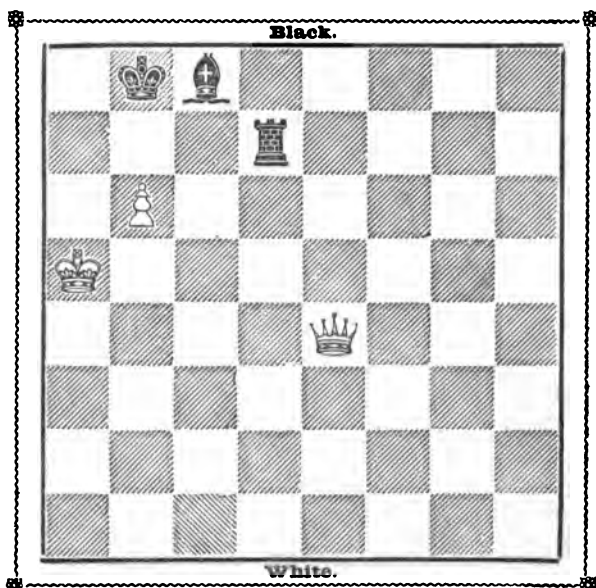
BLACK

1. K. moves
2. K. moves
3. K. to Q. Kt. square
4. K. moves
5. K. moves
6. K. moves

And wins.

Had Black the move he could draw, by playing his Rook to Q. second, or Q. Kt. second.

NO. VI.



In this and the following position White cannot win, as the Queen has no play on her Rook's file, and Black would lose if he were to play his Bishop. For example :—

WHITE.

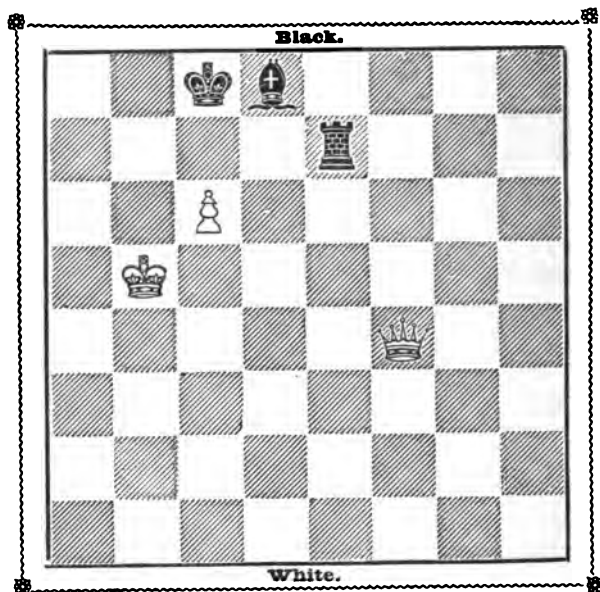
- 1.
2. Q. to K. fifth (check)
3. Q. to K. R. eighth (check)
4. Q. to Q. B. third (check)

BLACK.

1. B. to Q. Kt. second
2. K. to K. B. square
3. R. covers

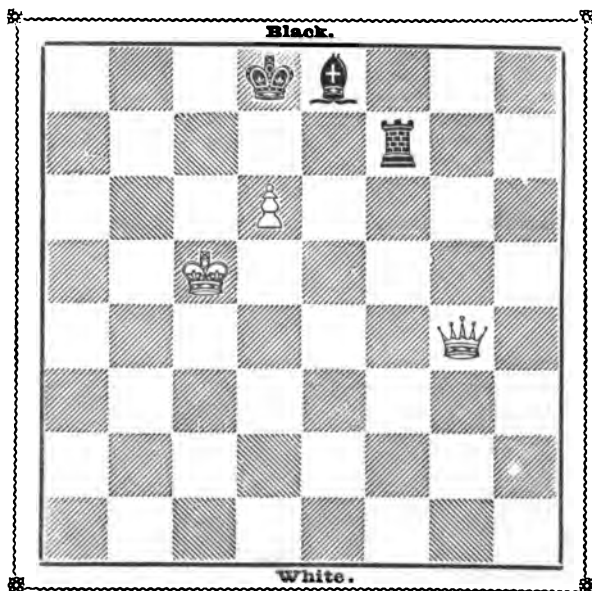
And wins Rook or Bishop.

NO. VII.



See example No. 6.

NO. VIII.



White to move and win.

WHITE.

1. Q. to K. fourth
2. K. to K. Kt. sixth
3. Q. to Q. R. eighth (check)
4. Q. to Q. Kt. eighth

BLACK.

1. R. to Q. R. second (or A, B)
2. R. to K. B. second (best)
3. K. moves

And wins.

(A)

- 1.
2. Q. to Q. R. fourth (check)
3. Q. to Q. R. eighth (check)
4. K. to Q. Kt. sixth

1. K. to Q. second
2. K. to Q. square
3. K. moves

And wins.

(B)

- 1.
2. Q. to Q. R. eighth (check)
3. K. to Q. B. sixth
4. Q. to Q. R. seventh

1. B. to Q. second
2. B. interposes
3. R. to K. B. fourth (or C)

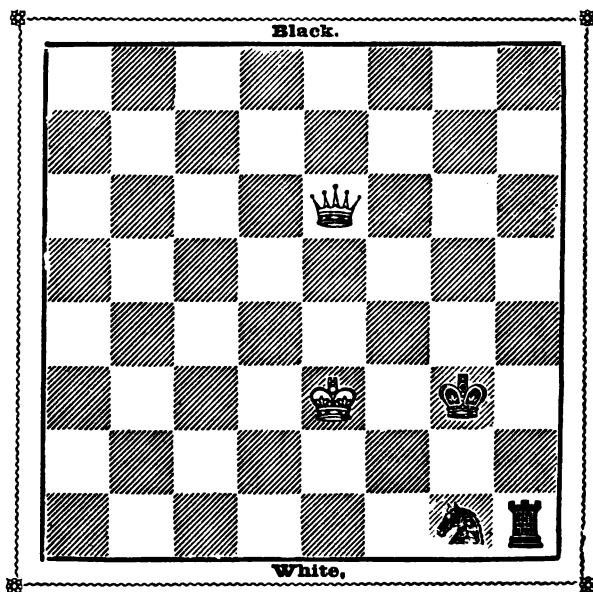
And wins.

- | | | | |
|--------------------------------|--|-----|------------------------------|
| 3. | | (C) | 3. R. to K. R. second (best) |
| 4. Q. to Q. R. fifth (check) | | | 4. K. to K. square |
| 5. Q. to K. fifth (check) | | | 5. K. to K. B. square |
| 6. Q. to K. B. sixth (check) | | | 6. K. to K. square (best) |
| 7. Q. to K. Kt. sixth (check) | | | 7. R. to K. B. second |
| 8. Q. to K. Kt. eighth (check) | | | 8. R. to K. B. square |
| 9. Q. to K. Kt. seventh | | | 9. R. to K. B. second |
| 10. Q. to K. fifth (check) | | | |

And wins.

In this example White wins in consequence of the Queen being enabled to command her Rook's file.

NO. IX.



White to move and win.

WHITE.

1. Q. to K. Kt. sixth (check)
2. Q. to Q. B. second (check)
3. Q. to K. B. second

BLACK.

1. K. to K. R. seventh (a)
2. K. to K. R. sixth (or A)

And wins.

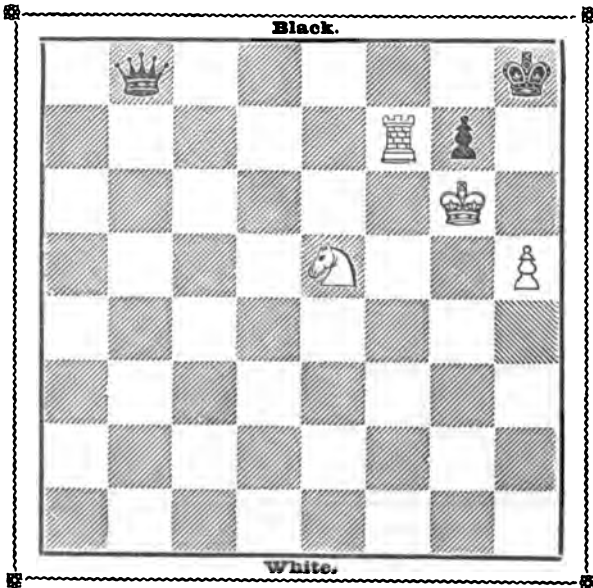
(A)

- | | | |
|--|--|---|
| <ol style="list-style-type: none"> 2. 3. Q. to K. B. second (check) 4. K. to K. B. fourth | | <ol style="list-style-type: none"> 2. K. to K. Kt. sixth 3. K. to K. R. sixth |
|--|--|---|

And wins.

(a) Had Black played King to R. sixth, White would have won the Knight in two moves by playing K. to K. B. second.

NO. X.



White to move and draw.

WHITE.

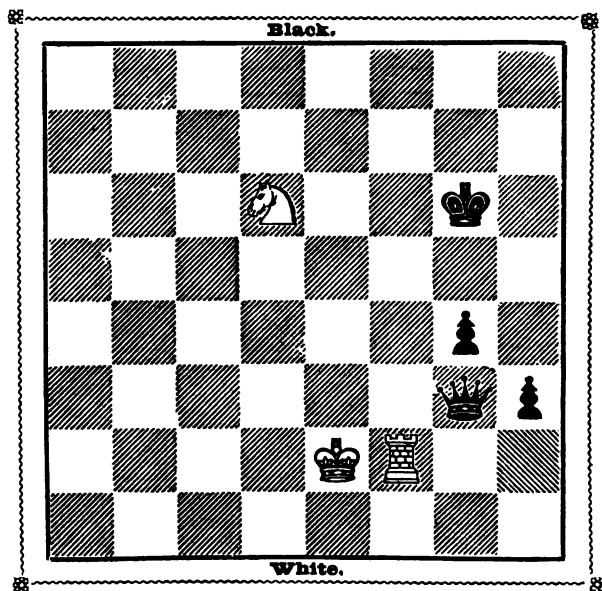
1. R. to K. B. eighth (check)
2. Kt. to K. B. seventh (check)
3. Kt. to K. R. sixth (check)

BLACK.

1. Q. takes R.
2. K. to K. Kt. square
3. P. takes Kt.

And stalemates

NO. XI.



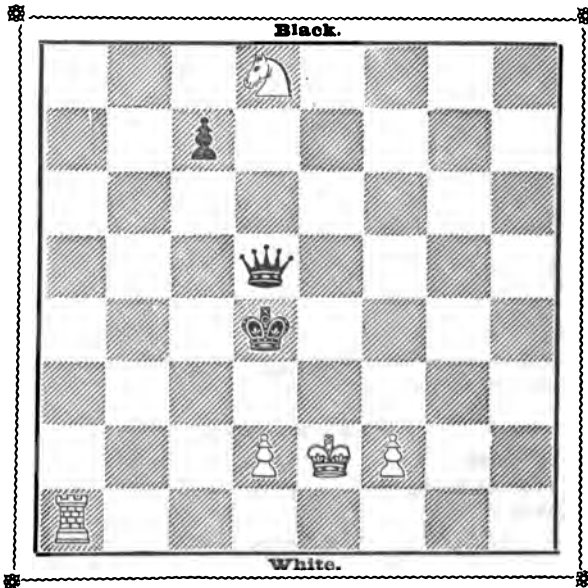
White to move and draw.

- | WHITE. | BLACK. |
|-------------------------------|------------------------|
| 1. R. to K. B. sixth (check) | 1. K. to K. R. second |
| 2. R. to K. R. sixth (check) | 2. K. to K. Kt. square |
| 3. R. to K. Kt. sixth (check) | 3. K. to K. B. square |
| 4. R. to K. B. sixth (check) | |

And draws.

This and the next position illustrate the power of the Rook and Kt. to win or draw against superior forces.

NO. XII.

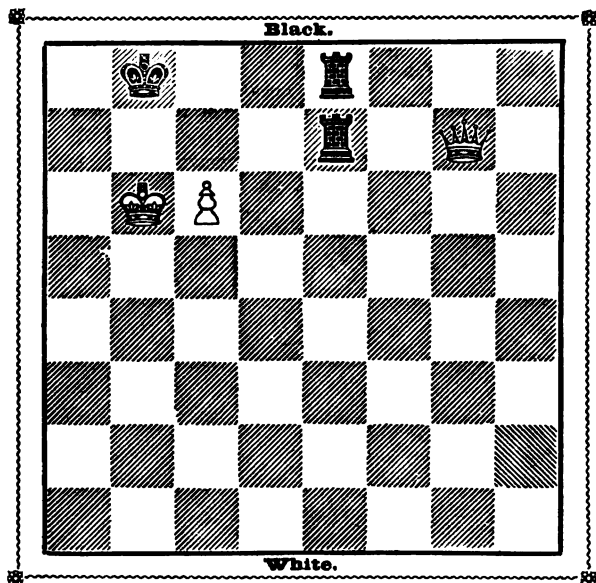


White to move and win.

- | WHITE. | BLACK |
|-------------------------------|-----------------------|
| 1. R. to Q. R. fourth (check) | 1. K. to K. fourth |
| 2. R. to Q. R. fifth | 2. P. to Q. B. fourth |
| 3. R. takes P. | 3. Q. takes R. |
| 4. P. to Q. fourth (check) | 4. Q. takes P. |
| 5. Kt. to Q. B. sixth (check) | |

And wins.

NO. XIII.



White to move and win.

WHITE.

1. Q. to K. Kt. fourth
2. Q. to Q. seventh

BLACK.

- | | |
|--|--|
| <ol style="list-style-type: none"> 1. R. to K. fourth (or A, B) | |
|--|--|

And wins.

(A)

- 1.
2. Q. to K. Kt. third (check)
3. Q. to K. B. fourth
4. Q. to Q. R. fourth

- | | |
|--|--|
| <ol style="list-style-type: none"> 1. R. to K. third (best) 2. R. to K. fourth 3. K. to Q. B. square (or C) | |
|--|--|

And wins.

- 1.
2. Q. to Q. B. fourth
3. Q. to Q. fifth
4. Q. to Q. R. second
5. Q. to K. Kt. second

(B)

1. R. to K. B. second
2. R. at K. square to K. second
3. K. to Q. B. square
4. R. to Q. R. second

And wins.

(C)

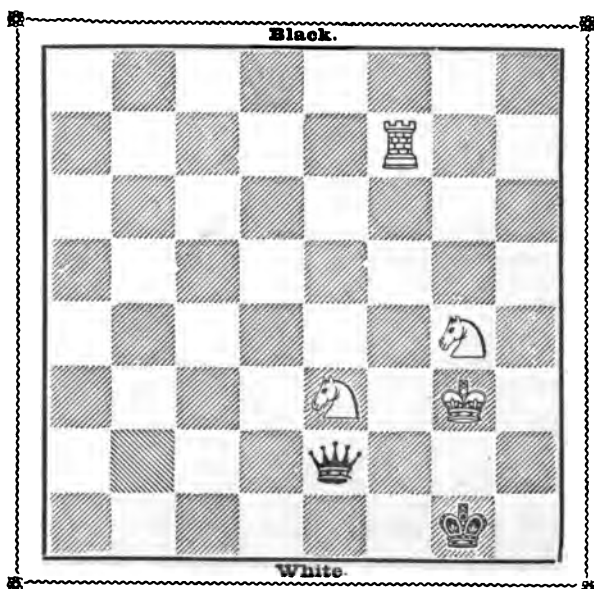
- 3.
4. Q. to K. B. eighth (check)
5. Q. to Q. sixth (check)
6. Q. to Q. R. third (check)

3. R. to K. second
4. R. interposes
5. K. to Q. R. square

And wins.

Q. against two Rooks can only draw, but the Q. with the addition of a Pawn usually wins against those forces.

NO. XIV.



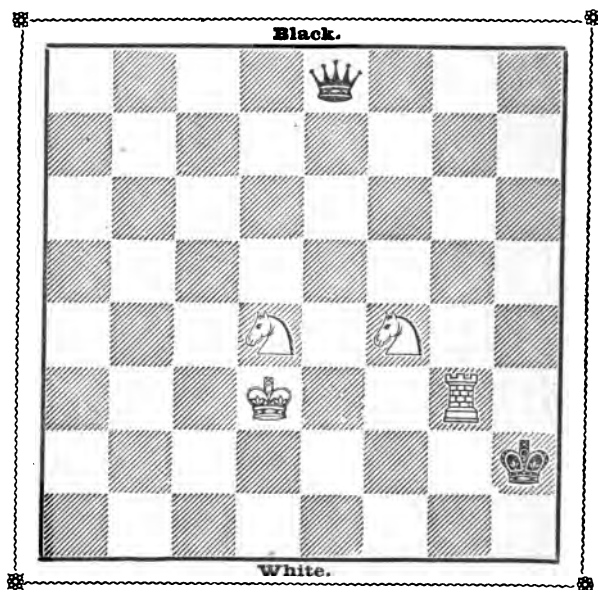
White has the move and can but draw.

- | WHITE. | BLACK. |
|-------------------------------------|--------------------------------|
| 1. R. to K. B. eighth | 1. Q. to K. eighth (check) |
| 2. K. to K. B. third | 2. Q. to Q. R. eighth |
| 3. R. to K. Kt. eighth | 3. Q. to Q. R. seventh |
| 4. R. to K. Kt. fifth | 4. Q. to Q. R. square (check) |
| 5. K. to K. Kt. third | 5. Q. to Q. Kt. square (check) |
| 6. Kt. to K. fifth | 6. Q. to Q. B. second |
| 7. K. to K. R. third (check) | 7. K. to K. R. eighth |
| 8. Kt. at K. fifth to K. Kt. fourth | 8. Q. to K. R. seventh (check) |

And draws.

The Queen, with few exceptions, draws against Rook and two Knights.

NO. XV.



White to move and win.

- | WHITE. | BLACK. |
|-------------------------------------|------------------------------|
| 1. Kt. at K. B. fourth to K. second | 1. Q. to Q. second |
| 2. K. to K. third | 2. Q. to Q. R. second |
| 3. K. to K. B. second | 3. Q. to Q. Kt. third (or A) |
| 4. R. to K. Kt. fifth | |

And wins.

(A)

- | | |
|---------------------------------|------------------------------|
| 3. | 3. Q. to Q. B. fourth |
| 4. R. to K. Kt. fourth | 4. K. to K. R. sixth (best) |
| 5. R. to K. B. fourth | 5. Q. to K. R. fourth (or B) |
| 6. Kt. to K. Kt. square (check) | 6. K. to K. R. seventh |
| 7. Kt. to K. B. fifth | 7. Q. to K. R. square |
| 8. Kt. to K. B. third (check) | 8. K. to K. R. sixth |
| 9. Kt. to K. Kt. fifth (check) | 9. K. to K. R. seventh |
| 10. R. to Q. Kt. fourth | 10. Q. to K. R. fourth |
| 11. Kt. to K. B. third (check) | 11. K. to K. R. sixth |
| 12. R. to Q. Kt. square | |

And wins.

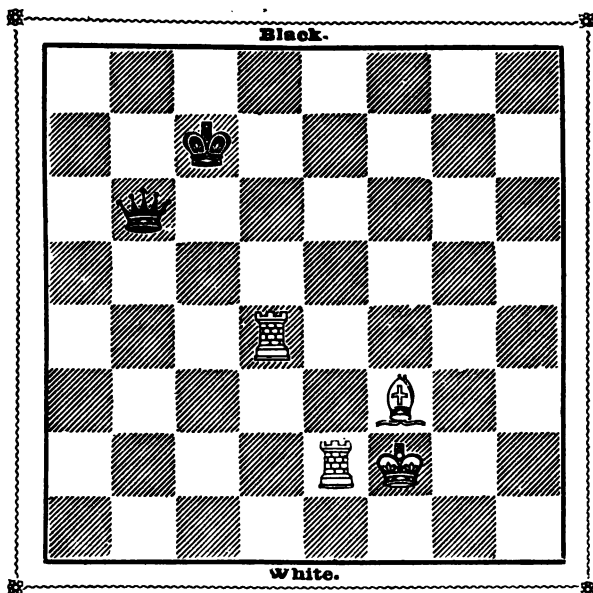
(B)

- | | |
|--|-------------------------------------|
| 5. | 5. Q. to K. second |
| 6. Kt. to K. Kt. square (check) | 6. K. to K. R. seventh |
| 7. Kt. at Q. fourth to K. B. third (check) | 7. K. to K. R. eighth |
| 8. Kt. to K. second | 8. Q. to Q. R. second (check) |
| 9. Kt. at K. B. third to Q. fourth | 9. Q. to K. second (best) |
| 10. Kt. to K. Kt. third (check) | 10. K. to K. R. seventh |
| 11. Kt. at K. Kt. third to K. B. fifth | 11. Q. to Q. square or K. R. second |
| 12. R. to K. Kt. fourth | |

And wins.

CHESS STUDIES.

NO. XVI.



White wins.

WHITE.

1. R. to Q. B. second (check)
2. R. to Q. B. fourth
3. K. to K. Kt. third

BLACK.

1. K. to Q. Kt. square
2. Q. to Q. Kt. seventh (check) (or A, B)

And wins Rook for Queen.

(A)

- 2.
3. K. to K. B. square

1. Q. to Q. R. second

And wins

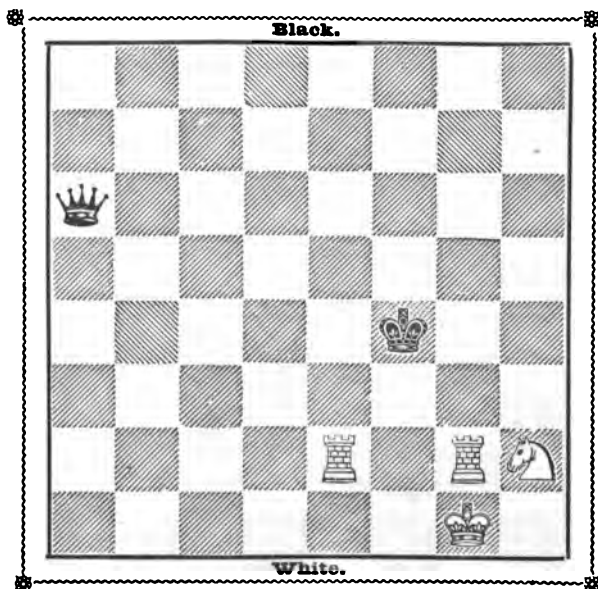
(B)

- | | |
|--|-----------------------------|
| 2. | 2. Q. to K. B. third (best) |
| 3. R. to Q. Kt. fourth (check) | 3. K. to Q. B. square |
| 4. R. on Q. fourth to Q. B. fourth (check) | 4. K. to Q. square |
| 5. R. to Q. Kt. eighth (check) | 5. K. to Q. second |
| 6. R. to Q. Kt. seventh (check) | 6. K. to Q. square |
| 7. R. to Q. R. fourth | |

And wins.

Two Rooks and Knight or two Rooks and Bishop, except in few instances, win against the Queen

NO. XVII.



White to move and win.

WHITE.

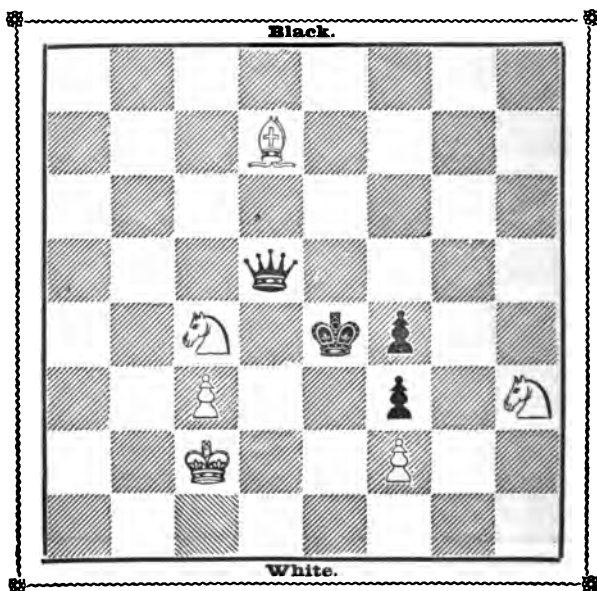
1. Kt. to K. B. square
2. R. to K. third
3. R. to K. B. second (check)
4. R. to K. Kt. third (check)
5. K. to K. Kt. second
6. R. to K. B. fourth (check)
7. K. to K. R. square
8. R. to K. Kt. second
9. R. to K. B. seventh
10. R. to K. B. fifth
11. R. to K. B. fourth
12. R. to K. B. eighth

BLACK

1. Q. to Q. Kt. third (check)
2. Q. to Q. R. second
3. K. to K. Kt. fifth
4. K. to K. R. fifth
5. Q. to Q. B. fourth
6. K. to K. R. fourth
7. Q. to Q. fourth (check)
8. Q. to Q. R. square
9. K. to K. R. third
10. Q. to Q. B. third
11. K. to K. R. fourth

And wins.

NO. XVIII.



White to move and win.

WHITE.

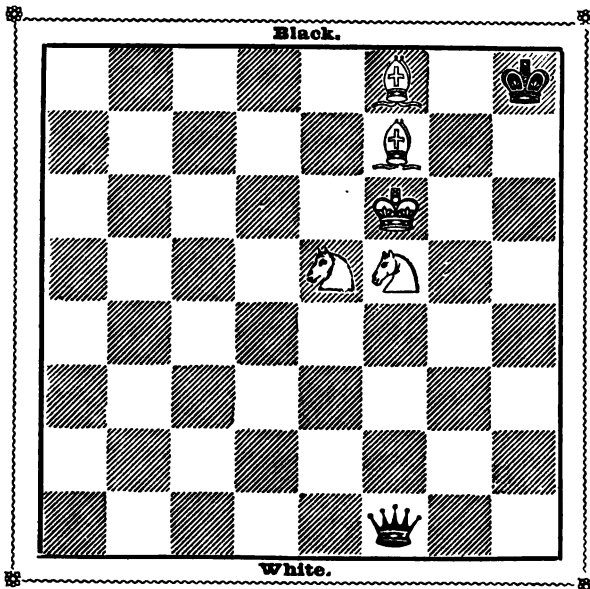
1. Kt. to K. Kt. fifth (check)
2. Kt. to Q. second (check)
3. P. to Q. B. fourth (check)

BLACK.

1. Q. takes Kt.
2. K. to Q. fourth (best)

And wins.

NO. XIX.



White to move and win.

WHITE.

1. B. to Q. B. fifth
2. Kt. to Q. seventh
3. B. to Q. fourth
4. B. to K. sixth
5. K. to K. B. seventh
6. K. to K. seventh
7. K. to Q. sixth

BLACK.

1. K. to K. R. second (or A)
2. Q. to Q. R. eighth (check)
3. Q. to Q. R. third (check)
4. Q. to Q. R. square
5. Q. to K. Kt. square (check) (or B)
6. Q. to K. B. second (check)

And wins.

(A)

- 1.
2. B. to Q. fourth
3. B. to K. sixth
4. Kt. to Q. seventh
5. K. to K. B. seventh

1. Q. to Q. R. eighth (check)
2. Q. to Q. R. third (check)
3. K. to K. R. second
4. Q. to Q. R. square (best)

And wins.

(B)

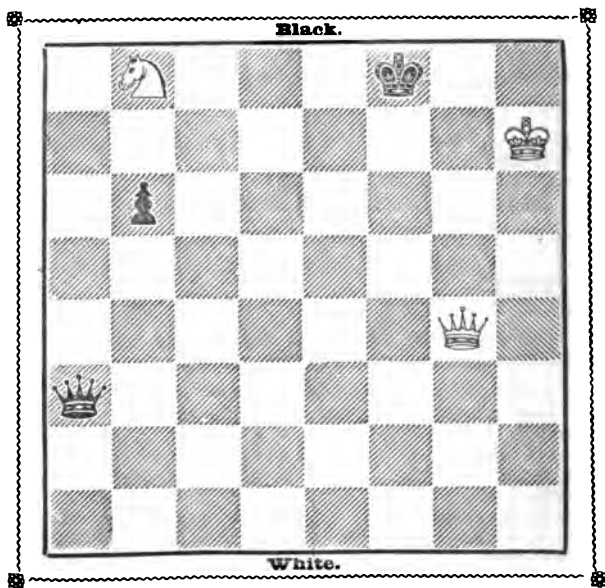
- 5.
6. B. to K. third
7. B. to K. B. fourth
8. Kt. to K. R. fourth

6. Q. to Q. Kt. second (best)
6. K. to K. R. square
7. K. to K. R. second

And wins.

The four minor pieces generally win against the Queen.

NO. XX.



White to move and win.

WHITE.

1. Q. to K. Kt. eighth (check)
2. Kt. to Q. B. sixth (check)
3. Kt. to K. fifth (check)
4. Q. to K. B. seventh (check)
5. Q. to K. eighth (check)
6. Q. to Q. seventh (check)
7. Q. to Q. B. eighth (check)
8. Q. to Q. B. fourth (check)
9. Kt. to Q. B. sixth (check)

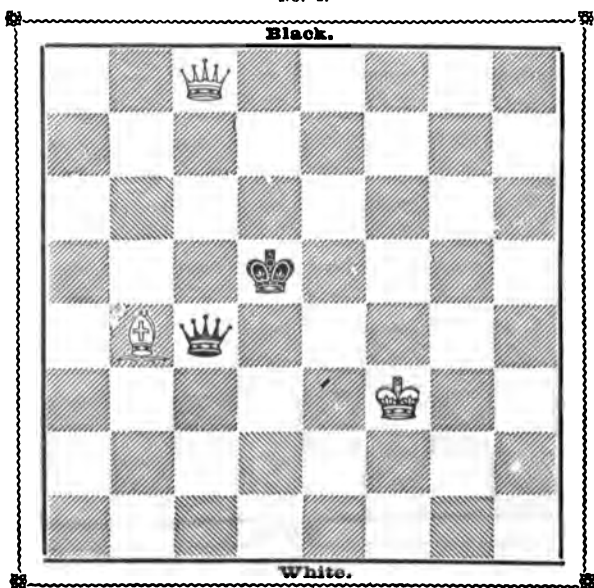
BLACK.

1. K. to his second
2. K. to Q. second
3. K. to Q. B. second
4. K. to Q. Kt. square
5. K. to Q. R. second
6. K. to Q. R. third (best)
7. K. to Q. Kt. fourth
8. K. to Q. R. fourth

And Mates.

QUEEN AND VARIOUS FORCES AGAINST THE SAME.

NO. I.



White to move and win.

WHITE.

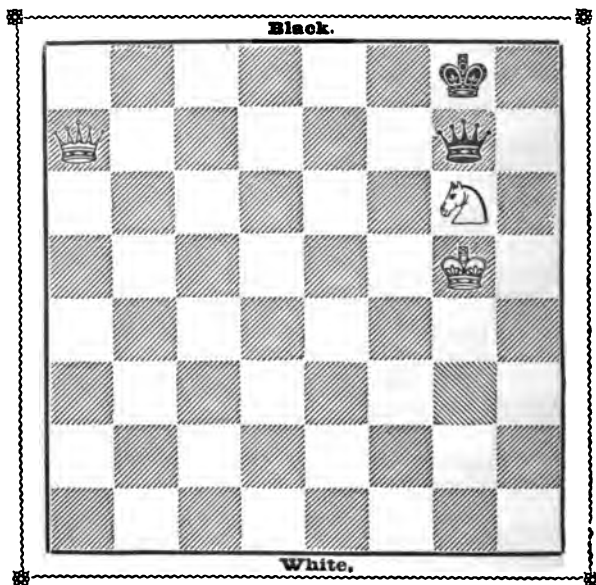
1. Q. to K. Kt. eighth (check)
2. Q. to K. Kt. seventh (check)
3. Q. to K. B. seventh (check)
4. Q. to K. B. fourth (check)

BLACK.

1. K. to Q. fifth
2. K. to Q. fourth (best)
3. K. to Q. fifth

And wins.

NO. II.

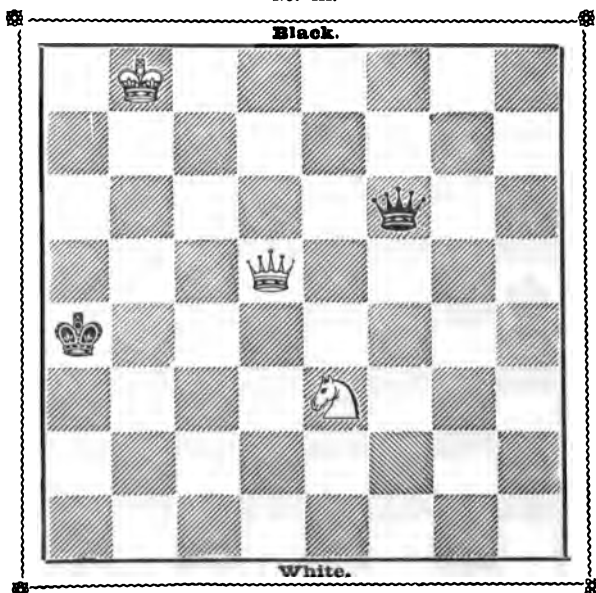


White to move and draw.

- | | |
|---|---|
| <p>WHITE.</p> <ol style="list-style-type: none"> 1. Q. to Q. R. eighth (check) 2. Q. to K. R. square (check) 3. Q. to K. R. third 4. Q. to Q. Kt. third (check) 5. Q. to Q. fifth 6. K. to K. B. sixth | <p>BLACK.</p> <ol style="list-style-type: none"> 1. K. to K. R. second (best) 2. K. to K. Kt. square 3. K. to K. B. second (best) 4. K. to K. square 5. Q. to K. R. third (check) 6. Q. to K. Kt. second (check) |
|---|---|

And draws.

NO. III.



White to move and win

- | | |
|---|---|
| <p>WHITE.</p> <ol style="list-style-type: none"> 1. Q. to Q. R. second (check) 2. Q. to Q. Kt. third (check) 3. Q. to Q. B. fourth (check) 4. Q. to Q. B. eighth (check) 5. Q. to Q. R. sixth | <p>BLACK.</p> <ol style="list-style-type: none"> 1. K. to Q. Kt. fourth 2. K. to Q. B. third (or A) 3. K. to Q. second 4. K. to Q. third |
|---|---|

And wins.

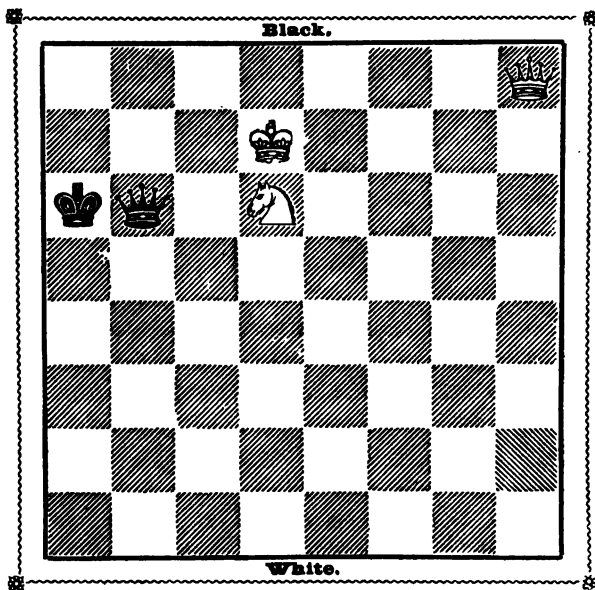
T

(A)

- | | | |
|-------------------------------|--|-----------------------|
| 2. | | 2. K. to Q. B. fourth |
| 3. Q. to Q. B. fourth (check) | | 3. K. to Q. third |
| 4. Q. to Q. R. sixth (check) | | |

And wins.

NO. IV.



White to move and win.

WHITE.

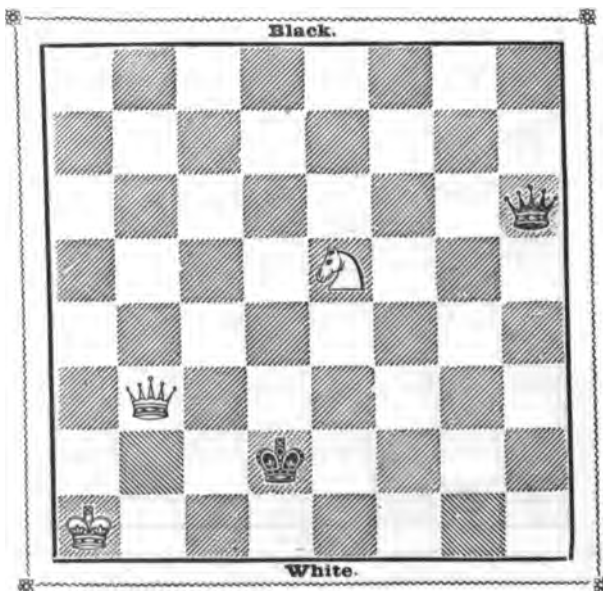
1. Q. to Q. R. square (check)
2. Q. to K. B. square (check)
3. Q. to K. B. second (check)
4. Q. to K. second (check)
5. Q. to K. third (check)
6. Q. to Q. third (check)
7. Q. to Q. fourth (check)
8. Q. to Q. B. fourth (check)
9. Kt. to Q. Kt. fifth (check)
10. Q. to Q. B. sixth (check)
11. Kt. to Q. B. seventh (check)
12. Q. to Q. R. eighth (check)
13. Kt. to Q. fifth (check)

BLACK

1. Q. to Q. R. fourth
2. K. to Q. R. second (best)
3. K. to Q. R. third (best)
4. K. to Q. R. second
5. K. to Q. R. third
6. K. to Q. R. second
7. K. to Q. R. third
8. K. to Q. R. second
9. K. to Q. R. third (best)
10. Q. to Q. Kt. third
11. K. to Q. R. fourth (best)
12. K. to Q. Kt. fifth

And wins Queen.

NO. V.



White to move and win.

WHITE.

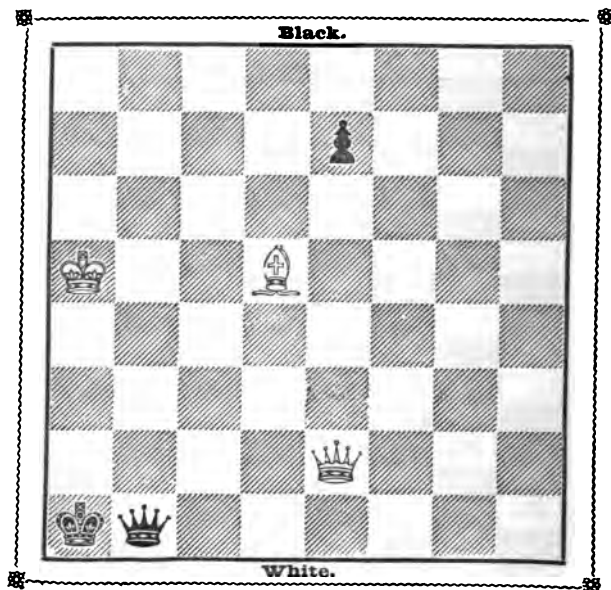
1. Kt. to K. B. third (check)
2. Kt. to Q. fourth (check)
3. Q. to Q. B. third (check)
4. Q. to K. B. third (check)
5. Kt. to K. second (check)
6. Q. to K. Kt. third (check)
7. Q. to K. Kt. square

BLACK

1. K. to K. seventh
2. K. to K. eighth
3. K. to K. B. eighth
4. K. to K. Kt. eighth
5. K. to K. R. seventh
6. K. to K. R. eighth

Mate.

NO. VI.



White to move and win.

WHITE.

1. K. to Q. R. sixth
2. K. to Q. R. seventh
3. K. to Q. R. eighth
4. Q. to K. fifth (check)
5. Q. to K. square (check)
6. Q. to Q. B. third (check)
7. Q. to Q. R. fifth (check)
8. B. to K. fourth (check)
9. Q. to K. square

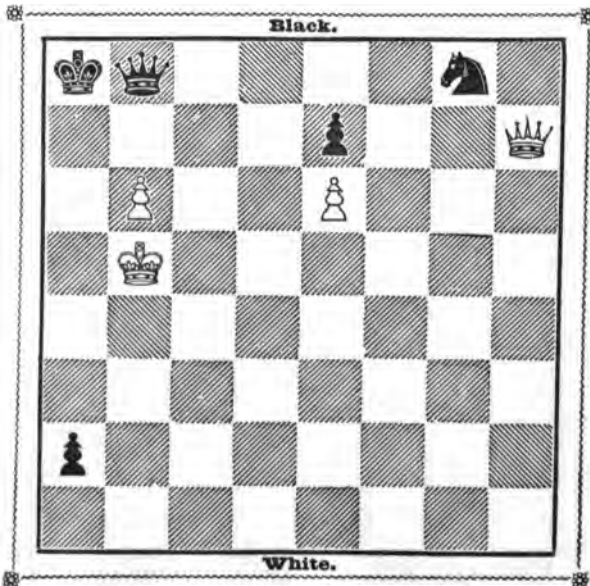
BLACK.

1. Q. to K. Kt. third (check)
2. Q. to K. Kt. eighth (check)
3. Q. to Q. Kt. eighth
4. Q. to Q. Kt. seventh
5. Q. to Q. Kt. eighth
6. Q. to Q. Kt. seventh
7. K. to Q. Kt. eighth
8. K. to Q. B. eighth

Checkmate.

Were Black without a Pawn the game would be drawn.

NO. VII.



White to move and win.

WHITE.

1. Q. to K. fourth (check)
2. Q. to Q. R. fourth (check)
3. Q. to K. B. fourth (check)
4. Q. to K. B. eighth (check)
5. Q. to K. B. third (check)
6. Q. to Q. R. third (check)
7. Q. to K. Kt. third (check)
8. Q. takes Kt. (check)
9. Q. to K. Kt. second (check)
10. Q. takes R. P. (check)
11. Q. to K. R. second (check)
12. Q. to K. R. eighth (check)
13. Q. to Q. R. square (check)
14. Q. to Q. R. sixth, mates

BLACK.

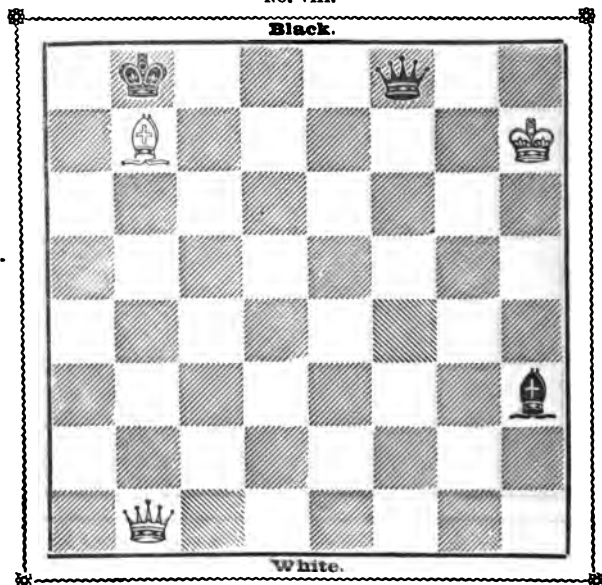
1. Q. to Q. Kt. second
2. K. moves
3. K. to Q. R. square
4. Q. to Q. Kt. square
5. Q. to Q. Kt. second
6. K. to Q. Kt. square
7. K. to Q. R. square
8. Q. to K. Kt. square
9. Q. to K. Kt. second
10. K. to Q. Kt. square
11. K. to Q. R. square
12. Q. to Q. Kt. square
13. K. to Q. Kt. second

Checkmate.

The moves of the Queen are in the finest style of play ; and a single false check would lead to a drawn, or perhaps lost, game.

NO. VIII.

Black.



White to move and win.

WHITE.

1. B. to K. B. third (dis. check)
2. Q. to Q. Kt. seventh (check)
3. Q. to Q. Kt. eighth (check)
4. Q. to Q. Kt. sixth (check)
5. B. to K. R. fifth (check)
6. B. to K. Kt. fifth (check)
7. Q. to Q. B. sixth (check)
8. Q. to Q. B. fifth (check)

BLACK.

1. K. to Q. B. second
2. K. to Q. square (best)
3. B. to Q. B. square (best)
4. K. to K. square (best)
5. K. to Q. second (best)
6. K. to K. square
7. K. to K. second (or A)

And wins Queen.

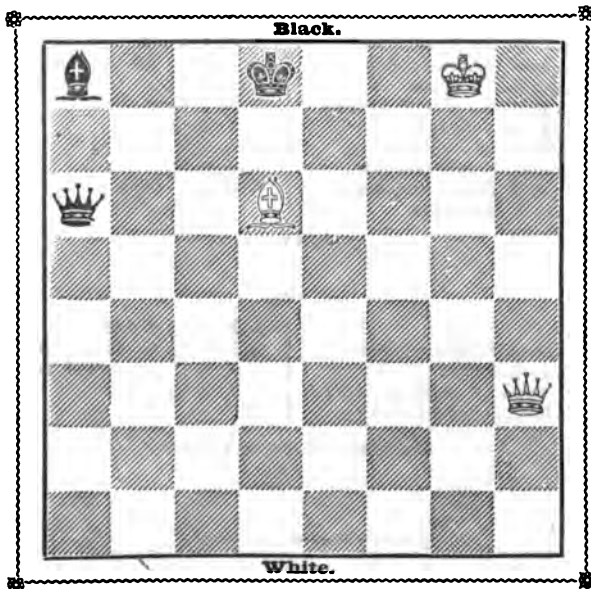
(A)

7. Q. takes B. (check)
8. K. to K. second

And White Mates in two moves.

NO. IX.

Black.



White to move and win.

WHITE.

1. Q. to K. R. fourth (check)
2. Q. to K. Kt. fourth (check)
3. Q. to K. Kt. fifth (check)
4. Q. to K. B. fifth (check)
5. Q. to K. B. eighth (check)
6. Q. to K. Kt. seventh (check)
7. Q. to Q. B. third (check)
8. Q. to K. fifth (check)
9. Q. to Q. B. fifth (check)
10. Q. to Q. B. seventh (check)
11. Q. to K. B. seventh (check)

BLACK.

1. K. to Q. B. square (or A)
2. K. to Q. square (best)
3. K. to Q. B. square
4. K. to Q. square
5. K. to Q. second
6. K. to Q. B. third
7. K. to Q. fourth
8. K. to Q. B. third
9. K. to Q. second
10. K. to K. third

And wins Queen.

(A)

- | | |
|---|--|
| <ol style="list-style-type: none"> 1. 2. Q. to K. Kt. fourth (check) 3. Q. to K. Kt. second (check) 4. Q. to K. Kt. square (check) 5. Q. to K. Kt. seventh (check) 6. Q. to Q. B. third (check) 7. Q. to K. fifth (check) 8. Q. to Q. B. fifth (check) 9. Q. to Q. B. seventh (check) 10. Q. to K. B. seventh | <ol style="list-style-type: none"> 1. K. to Q. second 2. K. to Q. B. third 3. K. to Q. Kt. third (best) 4. K. to Q. Kt. second (or B) (a) 5. K. to Q. B. third 6. K. to Q. fourth 7. K. to Q. B. third 8. K. to Q. second 9. K. to K. third |
|---|--|

And wins.

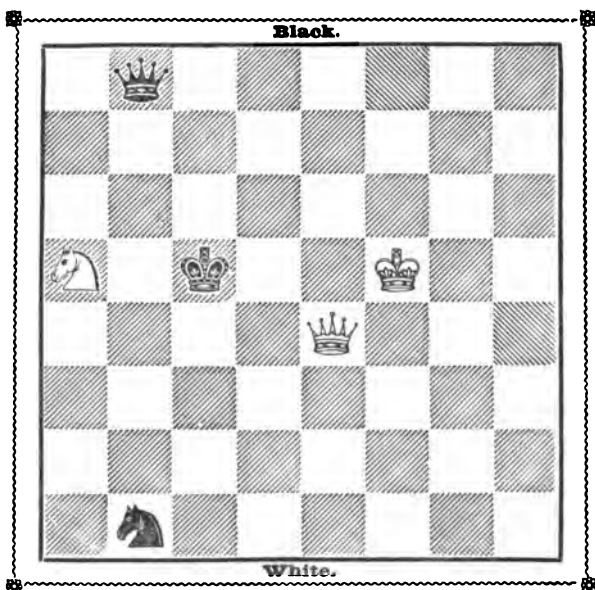
(B)

- | | |
|--|--|
| <ol style="list-style-type: none"> 4. 5. Q. to Q. R. square (check) 6. Q. to Q. fourth (check) 7. Q. to K. Kt. seventh (check) 8. Q. to Q. B. third (check) | <ol style="list-style-type: none"> 4. K. to Q. R. fourth 5. K. to Q. Kt. third (best) 6. K. to Q. Kt. second (best) 7. K. to Q. B. third |
|--|--|

And wins as in former variation.

(a) If K. plays to Q. Kt. fourth, Mate follows in two moves.

NO. X.



White to move and win.

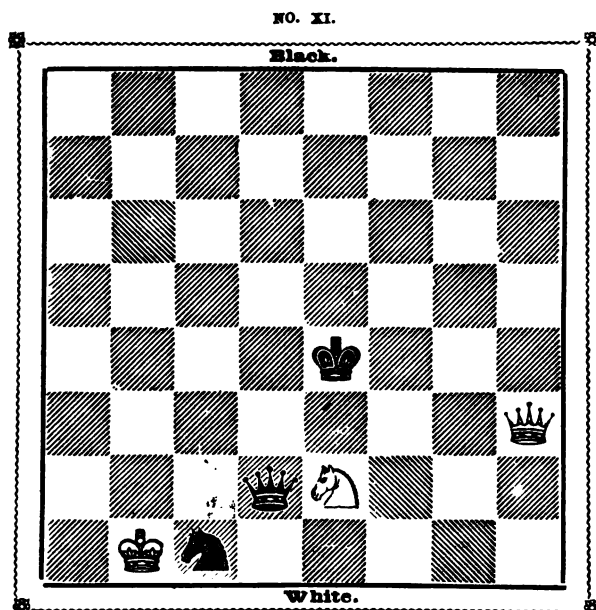
WHITE.

1. Q. to Q. B. second (check)
2. Q. to Q. Kt. second (check)
3. Q. to K. fifth (check)
4. Q. to K. eighth (check)
5. Q. to Q. B. sixth (check)
6. Kt. to Q. Kt. seventh (check)
7. Q. to K. B. sixth (check)
8. Kt. to Q. B. fifth (check)
9. Q. to K. B. eighth (check)
10. Kt. to Q. R. sixth (check)

BLACK

1. K. to Q. Kt. third (best)
2. K. to Q. B. second
3. K. to Q. B. square
4. K. to Q. B. second
5. K. to Q. square
6. K. to K. second
7. K. to Q. second (best)
8. K. to Q. B. square
8. K. to Q. B. second

And wins.



White to move and win.

WHITE.

1. Kt. to K. Kt. third (check)
2. Q. to K. B. fifth (check)
3. Q. to Q. seventh (check)

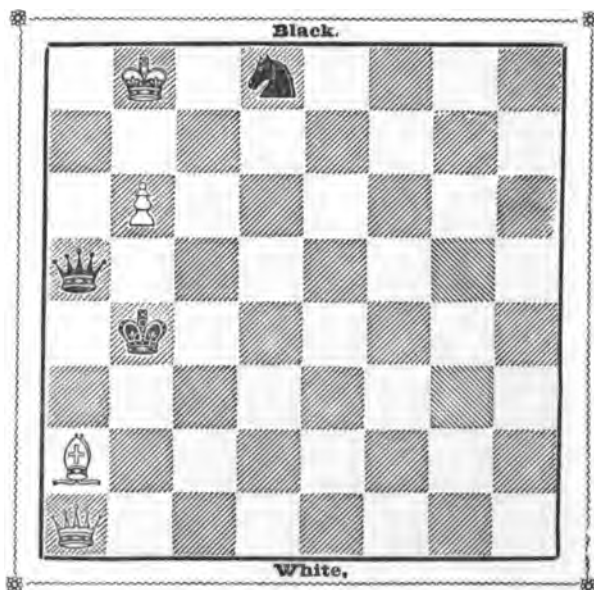
BLACK.

1. K. to K. fourth (best)
2. K. to Q. fifth

And wins Queen.

Without an exchange of Queens, White could not win.

NO. XII.



White to move and win.

WHITE.

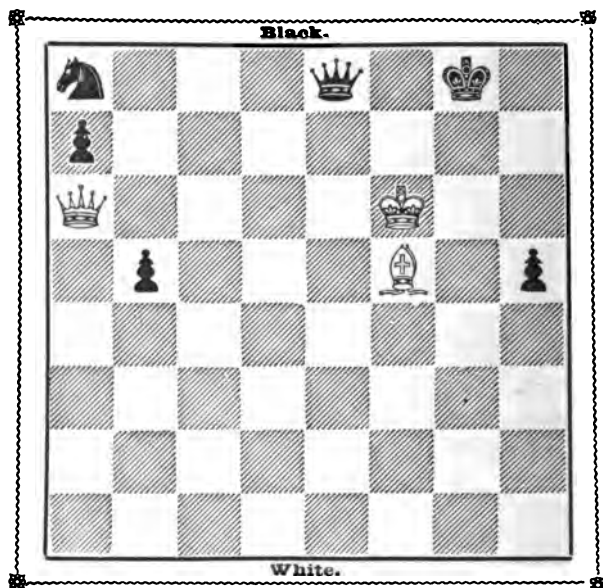
1. Q. to K. square (check)
2. Q. takes Q (check)
3. K. to Q. B. seventh
4. B. to Q. fifth
5. B. to K. B. seventh
6. B. to K. eighth (check)
7. B. to Q. seventh
8. B. to K. R. third
9. B. to K. Kt. fourth
10. B. to K. second (check)
11. B. to Q. B. fourth
12. P. to Q. Kt. seventh

BLACK.

1. K. to Q. Kt. fourth
2. K. takes Q.
3. K. to Q. Kt. fourth (best)
4. K. to Q. R. third (best)
5. K. to Q. Kt. fourth (best)
6. K. to Q. R. fourth (best)
7. K. to Q. R. third
8. K. to Q. R. fourth
9. K. to Q. Kt. fourth
10. K. to Q. B. fourth
11. Kt. to Q. B. third

And wins.

NO. XIII.



White to move and win.

WHITE.

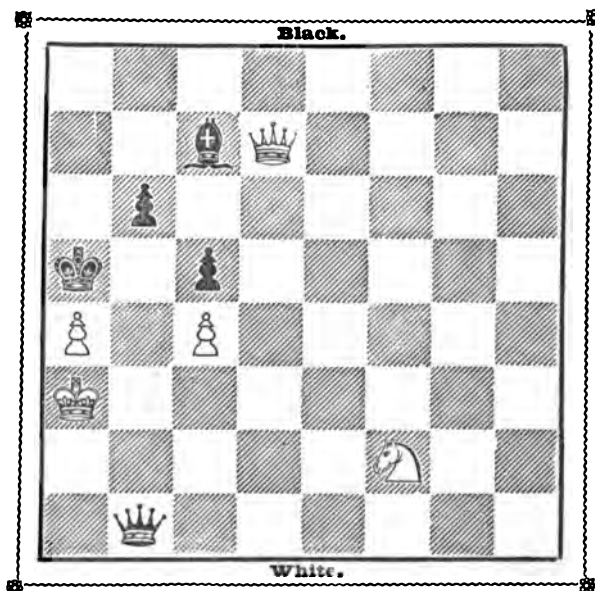
1. B. to K. sixth (check)
2. Q. to Q. R. square
3. Q. to Q. Kt. square (check)
4. Q. to Q. Kt. second
5. Q. to Q. B. second (check)
6. Q. to Q. B. third
7. Q. to Q. third (check)
8. Q. to Q. fourth
9. Q. to K. fourth (check)
10. Q. to K. fifth
11. K. to K. Kt. fifth (dis. check)
12. Q. to K. B. fifth (check)
13. Q. to K. B. sixth (check)
14. Q. to K. R. sixth

BLACK.

1. K. to K. R. square
2. K. to K. R. second
3. K. to K. R. square
4. K. to K. R. second
5. K. to K. R. square
6. K. to K. R. second
7. K. to K. R. square
8. K. to K. R. second
9. K. to K. R. square
10. Kt. to Q. B. second
11. K. to K. R. second
12. K. to K. Kt. second
13. K. to K. R. second

And Mates.

NO. XIV.



White to move and win.

WHITE.

1. Q. to Q. Kt. fifth (check)
2. R. P. takes Q.
3. Kt. to K. fourth
4. K. to Q. Kt. third
5. Kt. to K. B. sixth
6. Kt. to Q. seventh
7. K. to Q. R. third
8. Kt. to K. B. eighth
9. K. to Q. Kt. third
10. Kt. to K. Kt. sixth
11. K. to Q. R. third

BLACK.

1. Q. takes Q.
2. B. to K. B. fifth
3. B. to Q. B. eighth (check)
4. B. to K. B. fifth (best)
5. B. to K. fourth (or A)
6. B. to Q. third
7. B. to K. B. fifth
8. B. to Q. B. eighth (check)
9. B. to K. Kt. fourth
10. B. to K. B. third

And wins

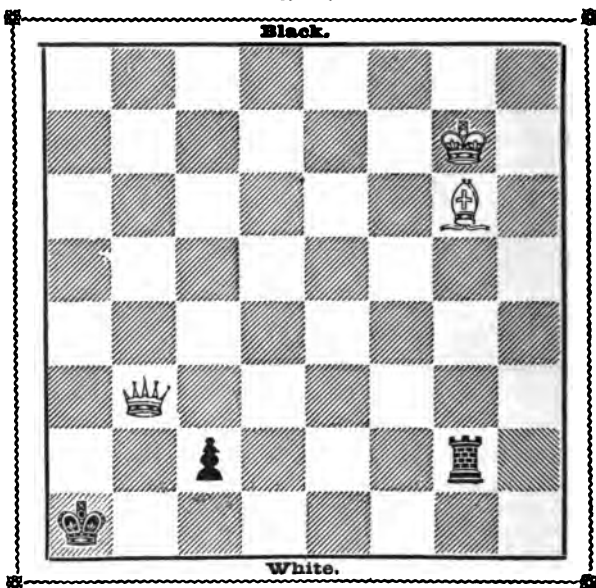
(A)

5. Kt. to K. Kt. eighth
6. Kt. to K. R. sixth
8. Kt. to K. B. seventh
9. K. to Q. R. third

5. B. to K. Kt. fourth
6. B. to K. B. third
7. B. to Q. square (best)
8. B. to Q. B. second

And wins.

NO. XV.



White to move and win.

WHITE.

1. Q. to Q. R. fourth (check)
2. Q. to Q. Kt. fifth (check)
3. Q. to Q. R. sixth (check)
4. Q. to Q. Kt. seventh (check)
5. Q. to Q. R. eighth (check)

BLACK.

1. K. to Q. Kt. seventh
2. K. to Q. R. seventh
3. K. to Q. Kt. seventh
4. K. to Q. R. eighth (or A)

And wins.

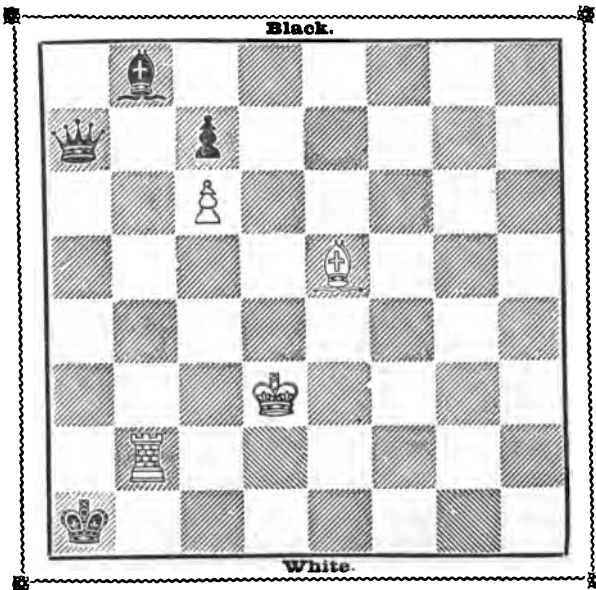
(A)

- | | |
|--|---|
| <p>4.
5. Q. to K. B. third (check)
6. Q. to K. B. square</p> | <p>4. K. to Q. B. sixth
5. K. to Q. fifth</p> |
|--|---|

And wins.

This is a very difficult position, requiring extremely careful play on the part of White to win.

NO. XVI.



White to move and win.

WHITE.

1. K. to K. fourth (a)
2. R. takes B. (dis. check)
3. R. to Q. Kt. second (check)
4. B. takes Q.
5. K. to Q. fifth

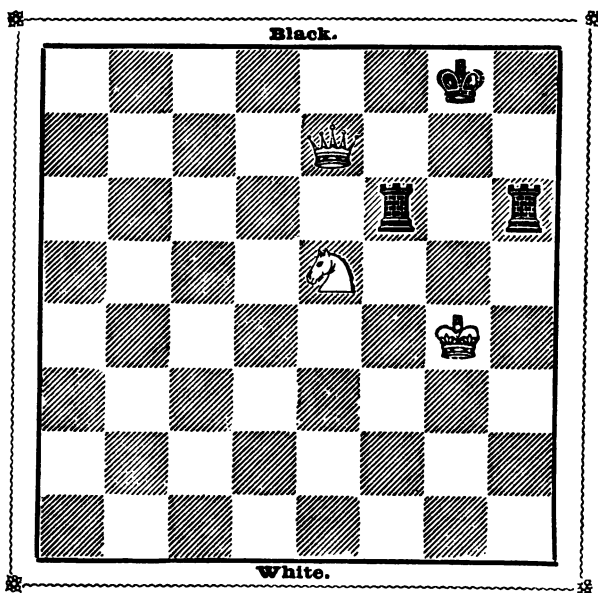
BLACK.

1. Q. to Q. R. sixth (best)
2. K. to Q. R. seventh
3. Q. takes R.
4. K. takes B.

And wins.

(a) The only move to win.

NO. XVII.



White to move and win.

- | WHITE. | BLACK. |
|--------------------------------|---------------------------------|
| 1. Q. to Q. eighth (check) | 1. K. to K. Kt. second |
| 2. Q. to Q. B. seventh (check) | 2. K. to K. Kt. square |
| 3. Q. to Q. Kt. seventh | 3. R. to Q. Kt. third (or A, B) |
| 4. Q. to K. B. seventh (check) | 4. K. to K. R. square |
| 5. Q. to K. B. eighth (check) | 5. K. to K. R. second |
| 6. Kt. to K. B. third | 6. K. to K. Kt. third |
| 7. Q. to K. seventh | |

And wins.

(A)

- | | |
|---------------------------------|-------------------------------|
| 3. | 3. R. to Q. R. third |
| 4. Q. to K. B. seventh (check) | 4. R. to K. R. square |
| 5. Q. to K. B. eighth (check) | 5. K. to K. R. second |
| 6. Kt. to K. B. third | 6. R. to Q. R. fifth (check) |
| 7. K. to K. B. fifth | 7. R. to Q. R. fourth (check) |
| 8. K. to K. B. fourth | 8. R. to Q. R. fifth (check) |
| 9. K. to K. third | 9. R. to Q. R. third |
| 10. Kt. to K. Kt. fifth (check) | 10. K. to K. Kt. third |
| 11. Kt. to K. fourth | 11. R. to Q. R. sixth (check) |
| 12. K. to K. B. second | 12. R. to Q. R. third |
| 13. K. to K. B. third | 13. R. to K. R. sixth (check) |
| 14. K. to K. Kt. fourth | 14. R. to Q. R. sixth |
| 15. Q. to K. Kt. eighth (check) | 15. K. to K. R. third |
| 16. Q. to K. Kt. fifth (check) | |

And wins.

(B)

- | | |
|-----------------------|------------------------------|
| 3. | 3. R. to K. B. square |
| 4. Kt. to Q. seventh | 4. R. to K. B. second (or C) |
| 5. K. to K. Kt. fifth | 5. R. to K. third |
| 6. Q. to Q. fifth | |

And wins one of the Rooks for Knight.

(C)

- | | |
|--------------------------------|--------------------------------------|
| 4. | 4. R. to K. square |
| 5. Kt. to Q. B. fifth | 5. R. to K. B. square |
| 6. Kt. to K. fourth | 6. R. to K. Kt. third (check) (or D) |
| 7. K. to K. R. fifth | 7. R. to K. Kt. second |
| 8. Q. to Q. fifth (check) | 8. K. to K. R. second |
| 9. Kt. to K. Kt. fifth (check) | 9. K. to K. R. square |

- | | |
|-----------------------------|--|
| 10. Q. to K. sixth | 10. R. to Q. R. square |
| 11. K. to K. R. sixth | 11. R. on Q. R. square to Q. R. second |
| 12. Q. to K. B. sixth | 12. R. to Q. second |
| 13. Kt. to K. sixth | 13. R. to K. B. second |
| 14. Q. to Q. eighth (check) | 14. R. to K. Kt. square |
| 15. Q. to Q. fourth (check) | |

And wins.

(D)

- | | |
|--------------------------------|---------------------------------------|
| 6. | 6. R. to K. B. second |
| 7. Q. to Q. fifth | 7. K. to K. Kt. second |
| 8. Q. to K. fifth (check) | 8. K. to K. Kt. third |
| 9. Kt. to K. Kt. fifth | 9. R. to K. B. third |
| 10. Q. to K. seventh | 10. R. to K. R. square (or E) |
| 11. Q. to K. fourth (check) | 11. K. to K. Kt. second |
| 12. Q. to K. fifth | 12. K. to K. Kt. third |
| 13. Kt. to K. fourth | 13. R. on K. B. third to K. B. square |
| 14. Q. to K. sixth (check) | 14. K. to K. Kt. second |
| 15. K. to Kt. fifth | 15. R. to K. R. eighth |
| 16. Q. to K. fifth (check) | 16. K. to K. Kt. square |
| 17. Kt. to K. B. sixth (check) | 17. K. to K. Kt. second |
| 18. Kt. to Q. seventh | |

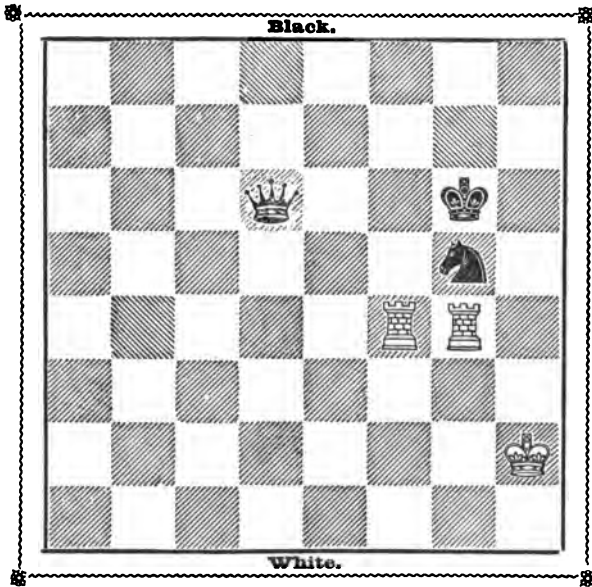
And wins.

(E)

- | | |
|-----------------------------|-------------------------|
| 10. | 10. R. to K. B. seventh |
| 11. Q. to K. eighth (check) | 11. K. to K. Kt. second |
| 12. Kt. to K. sixth (check) | |

And wins.

NO. XVIII.



White even without the advantage of the move can draw.

WHITE.

- 1.
2. K. to K. Kt. second
3. R. to K. R. fourth (check)
4. R. from K. R. fourth to K. Kt. fourth
5. R. to K. R. fourth (check)
6. R. from K. B. fourth to K. Kt. fourth

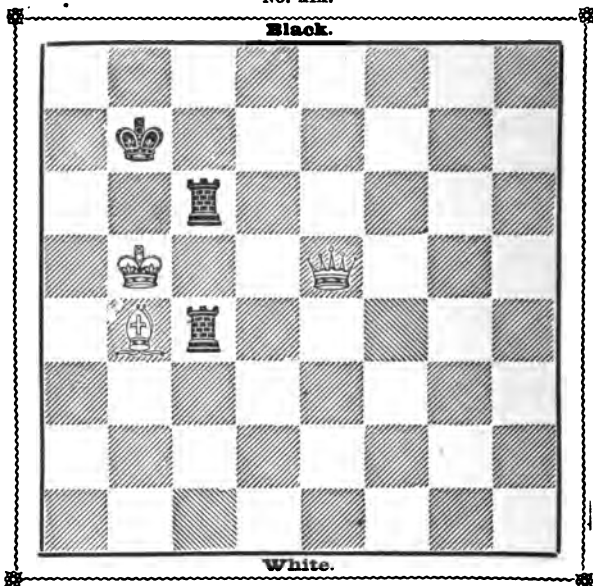
BLACK.

1. Q. to K. fourth
2. K. to K. R. third
3. K. to K. Kt. second
4. K. to K. R. square
5. Kt. to K. R. second

And draws the game by moving only the King.

NO. XIX.

Black.



White to move and win.

WHITE.

1. B. to Q. sixth
2. Q. to K. Kt. seventh (check)
3. Q. to Q. R. square (check)

BLACK.

1. R. to Q. B. square (or A)
2. K. to Q. R. square

And wins.

(A)

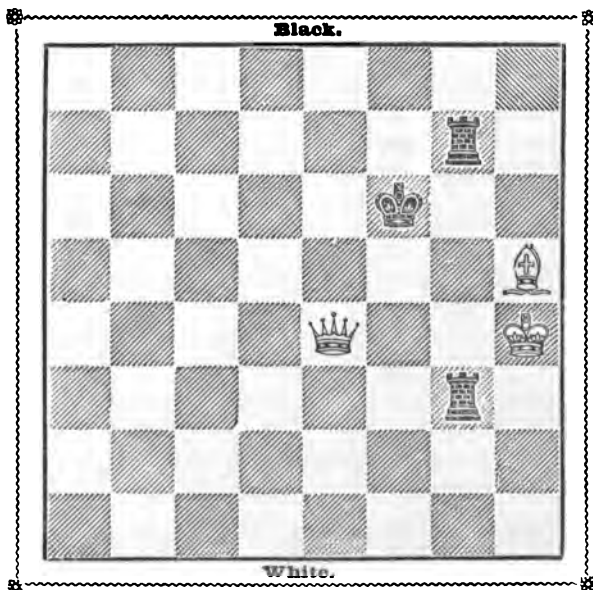
- 1.
2. Q. to K. seventh (check)
3. Q. to Q. eighth (check)
4. Q. to Q. R. fifth (check)

1. R. to Q. B. eighth
2. K. to Q. R. square
3. R. to Q. B. square

And wins.

Queen and Bishop against two Rooks generally win.

NO. XX.

Black.

White can only draw.

WHITE.

1. B. to K. second
2. Q. to K. B. fourth (check)
3. Q. to K. B. fifth
4. B. to K. R. fifth

BLACK.

1. R. at K. Kt. sixth to K. Kt. third
2. K. to K. second
3. R. to K. R. seventh (check)
4. R. at K. R. second to R. third

And draws.

White cannot win as in No. 19, in consequence of the confined position of his King.

THE DEFEAT OF THE MUZIO GAMBIT.

GAME No. 1.

In order to facilitate examination we have given a diagram where the principal variations occur.

- | WHITE. | BLACK. |
|-------------------------------|--------------------------|
| 1. P. to K. fourth | 1. P. to K. fourth |
| 2. P. to K. B. fourth | 2. P. takes P. |
| 3. Kt. to K. B. third | 3. P. to K. Kt. fourth |
| 4. B. to Q. B. fourth | 4. P. to K. Kt. fifth |
| 5. Castles | 5. Q. to K. second |
| 6. P. to Q. fourth | 6. P. takes Kt. |
| 7. Kt. to Q. B. third | 7. P. to Q. third (a) |
| 8. Kt. to Q. fifth | 8. Q. to Q. second |
| 9. Q. takes P. | 9. Kt. to Q. B. third |
| 10. P. to K. fifth | 10. P. takes P. |
| 11. P. takes P. (or A, B) (b) | 11. Kt. to Q. fifth |
| 12. Q. to K. R. fifth (c) | 12. Kt. to K. third |
| 13. B. takes P. (or O) | 13. P. to Q. B. third |
| 14. Kt. to K. third (best) | 14. Kt. to K. Kt. second |
| 15. Q. to K. Kt. fifth (or D) | 15. Q. to K. second |
| 16. Q. to K. Kt. third | 16. Kt. to K. R. fourth |
| 17. Q. to K. B. third | 17. Kt. takes B. |
| 18. Q. takes B. | 18. B. to K. third |

And Black has a winning game.

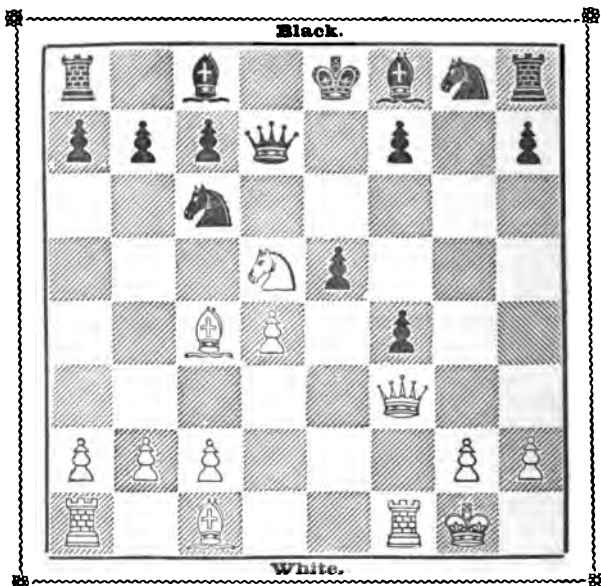
(a) P. to Q. B. third would be weak play.

(b) If White play Q. to K. fourth, Black's answer is K. to Q. square, and would have a winning game.

(c) Were White to take P. on K. B. fifth, Black would take Kt. with Q. and win easily.

THE DEFEAT OF

(A) and (B)



WHITE.

11. Q. to K. R. fifth
12. Q. to K. Kt. fifth (check) (d)
13. Kt. takes K. B. P.
14. Q. takes Q.
15. Kt. takes Kt. (e)
16. R. to Q. square (f)
17. P. to Q. B. third

BLACK.

11. K. to Q. square
12. P. to K. B. third
13. Q. to K. Kt. second
14. B. takes Q.
15. Kt. takes P.
16. K. to K. square
17. Q. B. to K. thtrd

And Black wins easily.

(d) Q. to R. fourth (check) would be inferior play.

(e) If Q. P. were to take P., Black Kt. would take P., and if R. were to check, Black would interpose with Bishop, and win easily.

(f) Any other mode of play cannot prevent Black from regaining his lost piece.

(B)

WHITE.

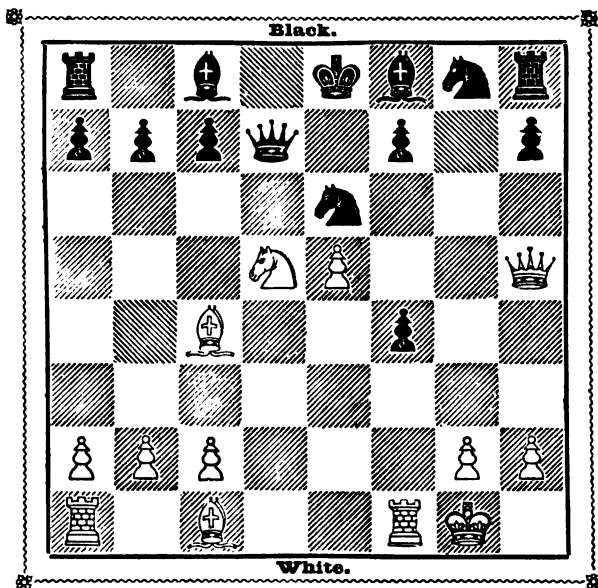
11. R. to K. square
12. P. takes P.
13. Q. to Q. third
14. Q. to Q. second
15. K. to R. square

BLACK.

11. K. to Q. square
12. Q. to K. Kt. fifth
13. B. to K. B. fourth
14. B. to Q. B. fourth (check)
15. K. to Q. B. square

And Black wins.

(C)



WHITE.

13. R. to Q. square
14. B. to Q. Kt. third
15. Kt. takes P. on K. B. fifth
16. Q. takes K. B. P.

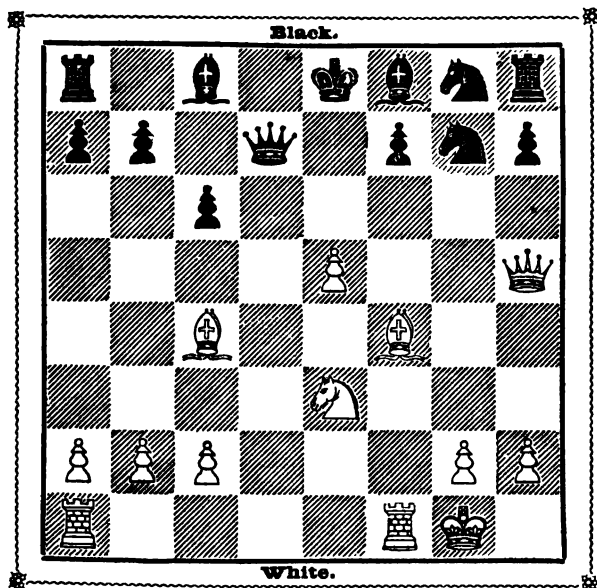
BLACK.

11. Q. to Q. B. third
14. B. to Q. second
15. Castles
16. Kt. to K. R. third

And Black wins.

THE DEFEAT OF

(D)



WHITE.

BLACK.

15. Q. to K. R. fourth (g)
 16. B. to K. Kt. fifth
 17. B. takes B.

15. B. to K. second
 16. Kt. to K. third
 17. Q. takes B.

And Black wins.

(g) White Queen is compelled to retire from Rook's fifth, and White cannot now play his Rook to Queen's square with advantage.

GAME No. II.

WHITE.

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. B. to Q. B. fourth
5. P. to Q. fourth
6. Q. takes P. (or A)
7. Q. takes P. (or B, C)
8. Castles
9. Kt. to Q. B. third (b)
10. Kt. to Q. fifth

BLACK.

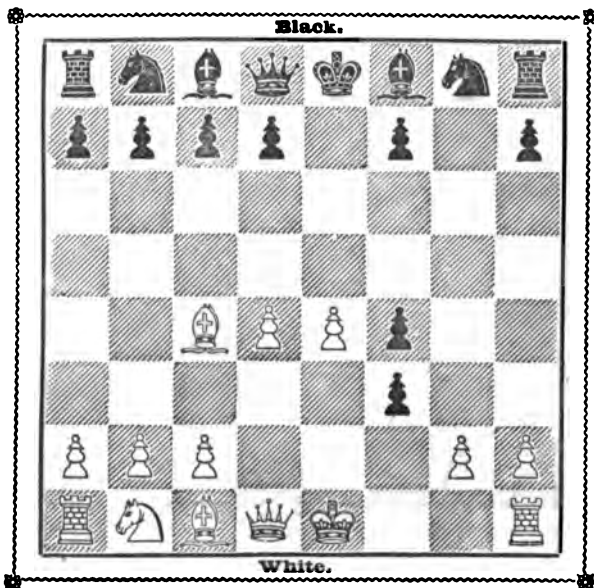
1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. P. takes Kt.
6. Q. to K. second (a)
7. Kt. to Q. B. third
8. Kt. to Q. square
9. P. to Q. third
10. Q. to Q. second

And the position becomes the same as though Black had castled at the fifth move.

(a) Q. to K. second with the assistance of Q. Kt. will always be able to defend the King's side let White play as he may.

(b) If Queen were to take Q. B. P., Black would play his Q. to her third and win easily.

(A)



THE DEFEAT OF

WHITE.

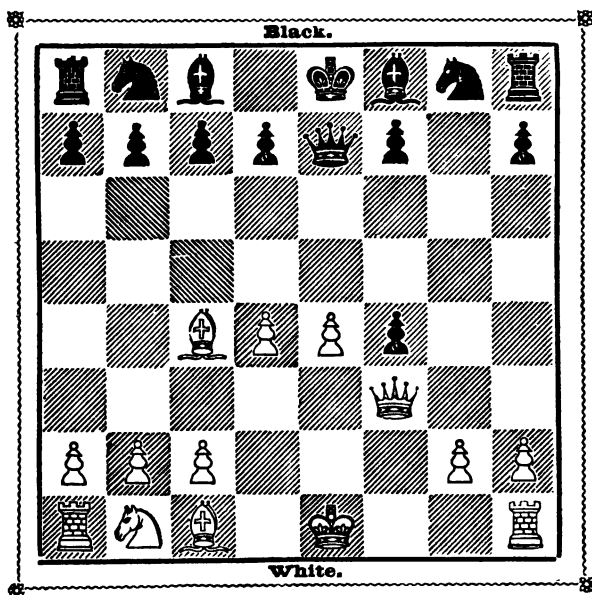
6. Castles
7. Q. takes P.
8. B. takes P. on K. B. fifth
9. B. to K. Kt. fifth
10. Q. to R. fifth (check)
11. B. takes K. Kt.
12. R. to K. B. seventh
13. Q. takes P. (check) (or D)

BLACK.

6. Q. to K. second
7. Kt. to Q. B. third
8. P. to Q. third
9. P. to K. B. third
10. K. to Q. square
11. P. takes Q. B.
12. Q. to K. square
13. Kt. to K. second

And Black wins.

(B) and (C)



WHITE.

7. Kt. to Q. B. third
8. P. to K. fifth
9. Kt. to Q. fifth
10. Q. takes P. on K. B. fifth
11. P. takes P.
12. Castles
13. Kt. to K. B. sixth (check)
14. Q. takes Kt. (c)
15. Q. B. to K. Kt. fifth

BLACK.

7. P. to Q. third
8. Kt. to Q. B. third
9. Q. to Q. second
10. P. takes P.
11. Kt. to Q. square
12. P. to Q. B. third
13. Kt. takes Kt.
14. R. to K. Kt. square
15. Q. to K. second

And Black wins.

(C)

WHITE.

7. P. to K. fifth
8. Q. takes K. P. on K. B. fifth
(or E, F)
9. Q. to K. Kt. third
10. Q. to K. Kt. seventh
11. Q. takes R.
12. R. to K. B. square

BLACK.

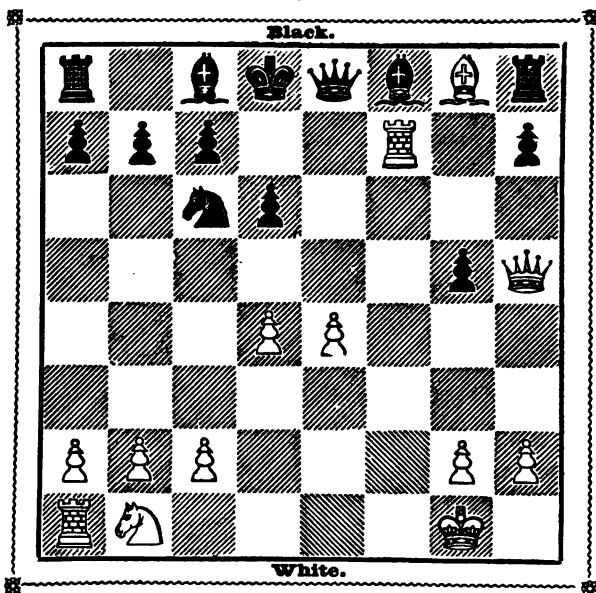
7. Kt. to Q. B. third
8. B. to K. R. third
9. B. takes Q. B.
10. Q. to K. B. square
11. B. takes Q. Kt. P.
12. Kt. to K. R. third

And Black wins.

(c) If White were to take Knight with Pawn instead of Queen, Black would answer Queen to her third.

THE DEFEAT OF

(D)



WHITE.

BLACK.

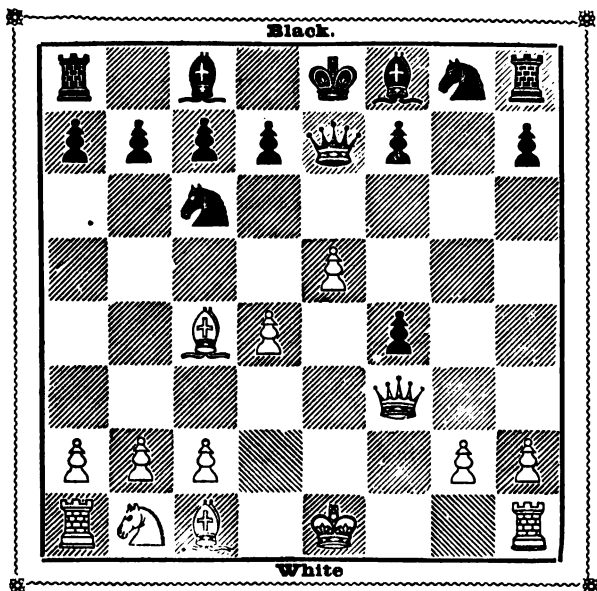
13. B. takes R. P.
14. P. to Q. fifth

13. Kt. to K. second
14. B. to K. Kt. second (d)

And Black wins.

(d) The decisive move.

(E) and (F)



WHITE.

BLACK.

- | | |
|--------------------------------------|---------------------------|
| 8. Q. to K. fourth | 8. Kt. to K. B. third (e) |
| 9. Q. takes P. on K. B. fifth (or G) | 9. P. to Q. fourth |
| 10. B. to Q. Kt. third | 10. Kt. to K. Kt. fifth |

And Black wins.

(e) This move completely frustrates White's attack.

THE DEFEAT OF

(F)

WHITE.

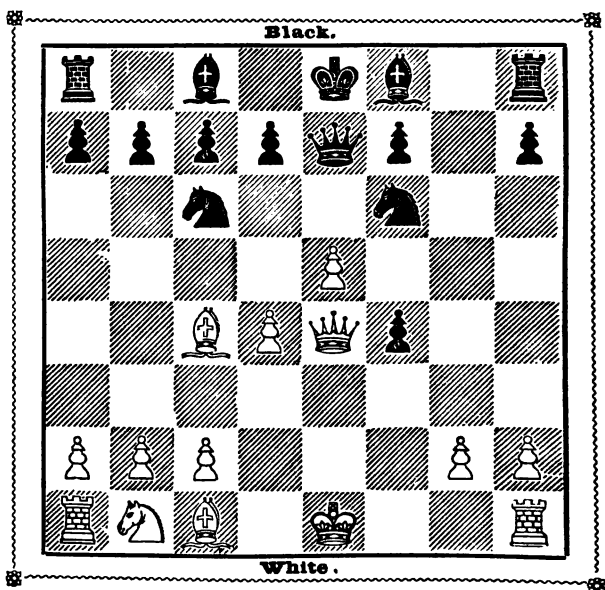
8. P. to Q. B. third
 9. Castles
 10. B. to Q. Kt. fifth

BLACK.

8. P to Q. third
 9. P. takes P.
 10. B. to Q. second

And Black wins.

(G)



WHITE.

9. Q. to K. second
10. Q. to her third square (f)

BLACK.

9. Kt. takes Q. P.
10. P. to Q. fourth

And Black wins.

(f) White might take Kt. with P., the moves would then follow, as under :—

10.

11. B. takes Q.

10. Q. takes Q. (check)

11. Kt. takes Q. B. P. (check)

And Black wins.

GAME No. III.*

WHITE.

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. B. to Q. B. fourth
5. Castles
6. Kt. to K. fifth (or A, B)
7. P. to Q. fourth
8. R. takes P. (or C)
9. R. to K. B. square
10. B. takes Kt.
11. B. takes P. (check)
12. P. to K. fifth

BLACK.

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. Q. to Q. second
6. Q. takes Kt.
7. Q. to K. Kt. second
8. Kt. to K. R. third
9. P. to Q. third (a)
10. Q. takes B.
11. K. to Q. square
12. Kt. to Q. B. third

And Black wins.

(a) Black might also play P. to K. B. third, and have the better game.

* This and the following games, although exhibiting fine play, are not so strong, either in attack or defence, as the two preceding examples.

(A)

- | WHITE. | BLACK. |
|--------------------------------|-----------------------|
| 6. Kt. to Q. fourth | 6. Q. to Q. B. fourth |
| 7. P. to Q. B. third | 7. Q. takes B. |
| 8. Q. takes P. on K. Kt. fifth | 8. Kt. to Q. B. third |
| 9. Q. takes P. on K. B. fifth | 9. P. to K. B. third |
| 10. P. to Q. Kt. third | 10. Kt. takes Kt. |

And Black wins.

(B)

- | | |
|--------------------|------------------------|
| 6. P. to Q. fourth | 6. P. takes Kt. |
| 7. Q. takes P. | 7. P. to Q. third |
| 8. Q. B. takes P. | 8. B. to K. third |
| 9. P. to K. fifth | 9. P. to Q. fourth |
| 10. B. takes P. | 10. B. takes B. |
| 11. Q. takes B. | 11. Kt. to Q. B. third |

And Black has the better game.

(C)

- | | |
|------------------------|------------------------|
| 8. Q. B. takes P. | 8. P. to Q. third |
| 9. B. takes P. (check) | 9. K. to Q. square. |
| 10. P. to K. fifth | 10. Kt. to Q. B. third |

And Black has the better game.

GAME No. IV.

- | | |
|--------------------------------|--------------------------|
| 1. P. to K. fourth | 1. P. to K. fourth |
| 2. P. to K. B. fourth | 2. P. takes P. |
| 3. Kt. to K. B. third | 3. P. to K. Kt. fourth |
| 4. B. to Q. B. fourth | 4. P. to K. Kt. fifth |
| 5. Castles | 5. Q. to K. second |
| 6. P. to Q. fourth | 6. P. takes Kt. |
| 7. Q. takes P. | 7. Kt. to Q. B. third |
| 8. Kt. to Q. B. third | 8. P. to Q. third |
| 9. Kt. to Q. fifth | 9. Q. to Q. second |
| 10. Q. takes P. | 10. Kt. to Q. square |
| 11. P. to K. fifth | 11. Kt. to K. third |
| 12. Kt. to K. B. sixth (check) | 12. Kt. takes Kt. |
| 13. Q. takes Kt. | 13. R. to K. Kt. seventh |
| 14. P. to Q. fifth | 14. Kt. to Q. square |
| 15. P. to K. sixth (or A, B) | 15. P. takes P. |
| 16. P. takes P. | 16. Kt. takes P. |

And Black has a winning game.

(A)

WHITE.

15. P. takes P.
16. R. to K. square (check)
17. B. to K. Kt. fifth
18. Q. takes R. (or C)

BLACK.

15. Q. takes P.
16. B. to K. second
17. R. takes B.
18. K. to K. B. square

And Black wins.

(B)

15. R. to K. square
16. Q. to K. B. fourth
17. Q. to K. B. square

15. Q. to K. second
16. R. to K. Kt. fifth
17. P. takes P.

And Black wins.

(C)

18. Q. to K. R. eighth (check)
19. B. to Q. Kt. fifth (check)
20. P. takes P. (check)
21. Q. R. to Q. square
22. B. to K. second

18. K. to Q. second
19. P. to Q. B. third
20. P. takes P.
21. R. to Q. fourth
22. K. to Q. B. second

And Black wins.

GAME No. V.

WHITE.

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. B. to Q. B. fourth
5. Castles
6. P. to Q. fourth
7. Q. Kt. to B. third
8. Kt. to Q. fifth
9. Q. takes P.
10. P. to K. fifth

BLACK.

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. Q. to K. second
6. P. takes Kt.
7. P. to Q. third
8. Q. to Q. second
9. Kt. to Q. B. third
10. Kt. takes Q. P.

Y

WHITE.

11. Q. to K. fourth
12. Kt. takes P. on K. B. fifth
13. Kt. takes Kt.
14. Q. takes P. on K. fourth
15. R. takes B. (check)
16. B. to K. B. fourth
17. R. to K. B. square
18. B. to K. R. sixth
19. R. takes Kt.

BLACK.

11. Kt. to K. third
12. P. takes P.
13. P. takes Kt.
14. Q. to K. Kt. second
15. K. takes R.
16. Kt. to K. B. third (or A)
17. K. to K. square
18. Q. takes B.

And White has the better game.

(A)

- 16.
17. B. takes Q.
18. B. takes Kt.
19. B. to Q. third
20. R. to K. B. square
21. B. to K. fifth
22. R. to K. B. sixth
23. R. to K. B. fourth
24. R. to K. R. fourth

16. Q. takes Q.
17. Kt. to K. B. third
18. R. to K. Kt. square
19. P. to K. R. third (best)
20. K. to K. square
21. P. to Q. B. third,
22. R. to K. R. square
23. R. to K. B. square

And White has the better game.

 GAME No. VI.

WHITE.

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to B. third
4. B. to Q. B. fourth
5. Castles
6. P. to Q. fourth
7. Q. takes P.
8. B. takes P. on K. Kt. fifth
9. P. to K. fifth (or A)
10. Q. takes Q. Kt. P.
11. Q. takes R.
12. K. takes B.

BLACK.

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. Q. to K. second
6. P. takes Kt.
7. P. to Q. third
8. B. to K. third
9. B. takes B.
10. B. takes R.
11. Q. to Q. square
12. P. to Q. R. third

And Black has a winning game.

(A)

WHITE.

9. B. to K. Kt. fifth
10. B. takes B.
11. Q. to Q. Kt. third
12. Q. takes Kt. P.
13. K. to R. square
14. Q. takes R.
15. Kt. to Q. B. third

BLACK.

9. Q. takes B.
10. Kt. to K. R. third
11. P. takes B.
12. Q. to K. sixth (check)
13. Q. takes Q. P.
14. Q. to Q. Kt. third
15. K. to K. second

And Black has the better game.

GAME No. VII.

WHITE.

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. B. to Q. B. fourth
5. Castles
6. P. to Q. fourth
7. Kt. to Q. B. third
8. Kt. to Q. fifth
9. Q. takes P.
10. P. to K. fifth
11. Q. to K. fourth
12. P. takes P.
13. K. moves
14. Q. to K. second
15. Q. takes Q.

BLACK.

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. Q. to K. second
6. P. takes Kt.
7. P. to Q. third
8. Q. to Q. second
9. Kt. to Q. B. third
10. P. takes P.
11. K. to Q. square
12. B. to Q. B. fourth (check)
13. Q. to K. B. fourth
14. Q. takes P. on K. fourth
15. Kt. takes Q.

And Black wins.

GAME No. VIII.

WHITE.

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to B. third
4. K. B. to Q. B. fourth
5. Castles
6. P. to Q. fourth
7. Q. takes P.
8. Q. takes P.
9. P. to Q. fifth
10. P. to K. fifth
11. Q. to K. B. second
12. Kt. to Q. B. third

BLACK.

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. Q. to K. second
6. P. takes Kt.
7. P. to Q. third
8. Q. B. to K. third
9. B. to Q. second
10. P. takes P.
11. P. to K. B. third
12. Q. to Q. B. fourth

And Black wins.

GAME No. IX.

WHITE.

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. B. to Q. B. fourth
5. P. to Q. fourth
6. Q. takes P.
7. Q. B. takes P.
8. Q. B. takes P.
9. Q. B. takes P.
10. Q. takes B. P. (check)
11. Castles

BLACK.

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. P. takes Kt.
6. Kt. to Q. B. third
7. Q. to K. second
8. P. to Q. third
9. Q. takes B.
10. K. to Q. square
11. Kt. to K. R. third

And Black wins.

THE END.



